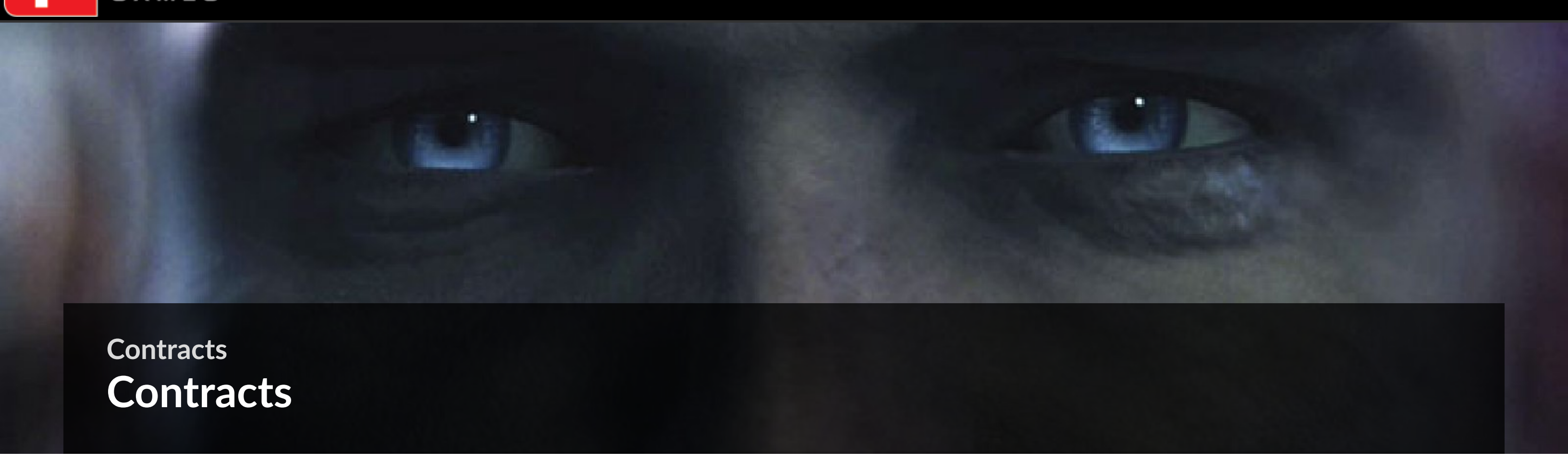


Contracts

Contracts

Contracts are a unique new experience that provides multiplayer and community gameplay while retaining the feel of the campaign game. You can create your own Contracts or play those created by others. You can also play Featured Contracts, which are chosen by IO Interactive as the best of the best.

Create a Contract

As you first begin creating a Contract, you enter an area similar to a level in the campaign. You create a Contract by actually executing it. When you come across a person who has the potential to be a target, a mark option appears. Once a person is marked, if you kill that person, he or she will automatically become a target. Your Contract can have one, two, or even three targets. After you have marked and killed all of the targets you want, find an exit point. The exit point you choose will be the only one available for the Contract.

In addition to selecting targets and an exit point, there are five bonus conditions you can earn for the Contract.

- Only Kill Targets: You can only kill the targets. You cannot kill or pacify any other people.
- No Disguise Changes: You have to wear your own outfit at all times. You can't change, not even for a moment.
- Hide All Bodies: You must hide or stow away all bodies of your targets or other people you have killed or pacified.
- Do Not Be Spotted: You cannot be spotted doing something illegal—not even trespassing.
- Do Not Miss Any Shots: Every single shot must hit its target. No stray shots.

These conditions must be earned by achieving them. You can only create a Contract with the Do Not Be Spotted condition, for example, if you achieve it for yourself.

Play a Contract

In addition to creating a Contract, you can also play one of your own Contracts or a Contract created by someone else. To achieve the best possible score, you must complete the Contract with the conditions that are included. A bonus timer begins as soon as you kill or pacify anyone in the level. Once you complete the Contract, you get a payout. This is dependent on the time it takes you to complete the Contract, the number of conditions you fulfilled, and the difficulty of the Contract. The money you earn by completing a Contract can be spent at the Safehouse to purchase new weapons or upgrade those you already have. In addition, you can compare your score on the Leaderboards, and you can even challenge other players to beat your score.

The Safehouse

As you complete Contracts, the payout goes into your wallet. By visiting the Safehouse, you can spend the money in your wallet on various weapons. All weapons can be purchased, with the exception of the Silverballers which you begin with by default. Most weapons can also be found and collected during the campaign. Some of the unique weapons are carried by targets in the campaign, so be sure to pick them up after killing your targets. The table included here lists weapon costs, upgrade costs and availability, and the missions in which each weapon can be found.

Safehouse Weapons

Weapon	Silverballer	Agency Kazo TRG	Agency Dynamics CPW	Agency HX UMP	Agency SPS 12	Agency ARZ 160	Agency JAGD P22G	SA .44 Auto	Skurky's Mustang Snub	The Absolver	
Cost	N/A	1.6M	1.4M	1M	1M	1.2M	1M	1M	1M	1M	1
Silencer I	N/A	$	$	$	-	$	$	-	-	-	-
Silencer II	700000	$	$	$	-	$	$	-	-	-	-
Silencer III	1,200,000	$	$	$	-	$	$	-	-	-	-
Extended Clip I	190000	$	$	$	-	-	$	-	-	-	-
Extended Clip II	400000	$	$	$	-	-	$	-	-	-	-
Extended Clip III	700000	$	$	$	-	-	$	-	-	-	-
Extra Clip I	90000	$	$	$	$	$	$	-	-	-	-
Extra Clip II	190000	$	$	$	$	$	$	-	-	-	-
Extra Clip III	300000	$	$	$	$	$	$	-	-	-	-
Magnum Ammo I	190000	-	$	$	-	$	$	-	-	-	-
Magnum Ammo II	400000	-	$	$	-	$	$	-	-	-	-
Magnum Ammo III	700000	-	$	$	-	$	$	-	-	-	-
Flechette Shells I	-	-	-	-	$	-	-	-	-	-	-
Flechette Shells II	-	-	-	-	$	-	-	-	-	-	-
Flechette Shells III	-	-	-	-	$	-	-	-	-	-	-
Lightweight Slide I	-	-	-	-	-	-	$	-	-	-	-
Lightweight Slide II	-	-	-	-	-	-	$	-	-	-	-
Lightweight Slide III	-	-	-	-	-	-	$	-	-	-	-
Heavy Slide I	90000	-	-	-	-	-	-	-	-	-	-
Heavy Slide II	190000	-	-	-	-	-	-	-	-	-	-
Heavy Slide III	300000	-	-	-	-	-	-	-	-	-	-
Speed Chute I	190000	-	$	$	-	$	$	-	-	-	-
Speed Chute II	400000	-	$	$	-	$	$	-	-	-	-
Speed Chute III	700000	-	$	$	-	$	$	-	-	-	-
Red Dot Sight I	190000	-	$	$	$	$	$	-	-	-	-
Red Dot Sight II	400000	-	$	$	$	$	$	-	-	-	-
Red Dot Sight III	700000	-	$	$	$	$	$	-	-	-	-
Rapid Fire Bolt I	-	$	-	-	-	-	-	-	-	-	-
Rapid Fire Bolt II	-	$	-	-	-	-	-	-	-	-	-
Rapid Fire Bolt III	-	$	-	-	-	-	-	-	-	-	-
Skeletonized Hammer I	90000	-	-	-	-	-	$	-	-	-	-
Skeletonized Hammer II	190000	-	-	-	-	-	$	-	-	-	-
Skeletonized Hammer III	300000	-	-	-	-	-	$	-	-	-	-
Magazine Well I	-	$	-	-	-	-	-	-	-	-	-
Magazine Well II	-	$	-	-	-	-	-	-	-	-	-
Magazine Well III	-	$	-	-	-	-	-	-	-	-	-
Low Velocity Ammo I	-	$	-	-	-	-	-	-	-	-	-
Low Velocity Ammo II	-	$	-	-	-	-	-	-	-	-	-
Low Velocity Ammo III	-	$	-	-	-	-	-	-	-	-	-
Modified Stock I	-	$	-	$	-	$	-	-	-	-	-
Modified Stock II	-	$	-	$	-	$	-	-	-	-	-
Modified Stock III	-	$	-	$	-	$	-	-	-	-	-
Weighted Barrel I	90000	-	-	$	-	$	$	-	-	-	-
Weighted Barrel II	190000	-	-	$	-	$	$	-	-	-	-
Weighted Barrel III	300000	-	-	$	-	$	$	-	-	-	-
Dual Wielding I	N/A	-	$	-	-	-	$	-	-	-	-
A Personal Contract	-	-	-	-	-	-	-	-	-	-	-
The King of Chinatown	-	-	-	-	-	-	-	-	-	-	-
Terminus	-	-	-	-	-	-	-	-	-	-	-
Run for Your Life	-	-	-	-	-	-	-	-	-	-	-
Hunter and Hunted	-	-	-	-	-	-	-	-	-	-	-
Rosewood	-	-	-	-	-	-	-	x	-	-	-
Welcome to Hope	-	-	-	-	-	-	-	-	-	-	-
Birdie's Gift	x	-	-	-	-	-	-	-	-	-	-
Shaving Lenny	-	-	-	-	-	-	-	-	-	-	-
End of the Road	-	-	-	-	-	-	-	-	-	-	-
Dexter Industries	-	-	-	-	-	-	-	-	-	-	-
Death Factory	-	-	-	-	-	-	-	-	-	-	-
Fight Night	-	-	-	-	-	-	-	-	-	-	-
Attack of the Saints	-	-	x	-	x	x	x	-	-	x	-
Skurky's Law	-	-	-	-	-	-	-	-	-	-	-
Operation Sledgehammer	x	-	x	-	-	x	-	-	-	-	-
One of a Kind	-	-	-	-	-	-	-	-	-	-	-
Blackwater Park	-	-	-	-	-	-	-	-	-	-	x
Countdown	-	-	-	-	-	-	-	-	-	-	-
Absolution	-	-	-	-	x	x	-	-	-	-	-

Scoring and Payouts

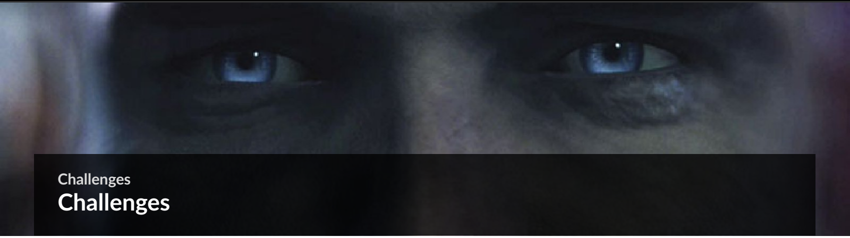
As you play through a Contract, you score points by killing targets and fulfilling conditions. At the end of the Contract, your score is converted into money and deposited into your wallet. In order to maximize your score—and your payout—it is important to understand how scores are calculated.

action	score
Kill a Target	25000
Use required weapon	5000
Use required disguise	5000
Only Kill Targets	25000
No Disguise Changes	25000
Hide All Bodies	75000
Do Not Be Spotted	75000
Do Not Miss Any Shots	25000

Disguises

As you progress through the campaign and use disguises, you also unlock them for use in Contracts. Disguises can also be purchased. See the included table for a list of all the available disguises as well as the cost to purchase them if you have not yet unlocked them in the campaign.

Disguise	Cost	A Personal Contract	The King of Chinatown	Terminus	Run for Your Life	Hunter and Hunted	Rosewood	Welcome to Hope	Birdie's Gift	Shaving Lenny	
Henchman	1,000,000	-	-	-	-	-	x	-	-	-	-
Blackwater Park Exterior Guard	1,000,000	-	-	-	-	-	-	-	-	-	-
Blackwater Tactical Team	1,000,000	-	-	-	-	-	-	-	-	-	-
Plumber	1,000,000	-	-	-	-	-	-	-	-	-	-
Blackwater Custodian	1,000,000	-	-	-	-	-	-	-	-	-	-
Agency Grunt	1,000,000	-	-	-	-	-	-	-	-	-	-
Tinfoil Hat Man	1,000,000	-	-	-	-	-	-	-	-	-	-
Blackwater Bodyguard	1,000,000	-	-	-	-	-	-	-	-	-	-
Rosewood Security Guard	1,000,000	-	-	-	-	-	x	-	-	-	-
Hope Plumber	1,000,000	-	-	-	-	-	-	-	-	x	-
Judge	1,000,000	-	-	-	-	-	-	-	-	-	-
Court Security Guard	1,000,000	-	-	-	-	-	-	-	-	-	-
Blackwater Receptionist	1,000,000	-	-	-	-	-	-	-	-	-	-
Hope Goon	1,000,000	-	-	x	-	-	-	-	-	-	-
Agency Heavy Trooper	1,000,000	-	-	-	-	-	-	-	-	-	-
Chicago Police Officer	1,000,000	-	x	-	x	x	-	-	-	-	-
Patriot's Entourage	1,000,000	-	-	-	-	-	-	-	-	-	-
Chicago SWAT Officer	1,000,000	-	x	-	-	-	-	-	-	-	-
Chipmunk	1,000,000	-	-	-	-	x	-	-	-	-	-
Agent 47's Suit	1,000,000	-	-	-	-	-	-	-	-	-	-
Factory Guard	1,000,000	-	-	-	-	-	-	-	-	-	-
Scarecrow	1,000,000	-	-	-	-	-	-	-	-	-	-
Janitor	1,000,000	-	-	x	-	-	-	-	-	-	-
Court Usher	1,000,000	-	-	-	-	-	-	-	-	-	-
Mechanic	1,000,000	-	-	-	-	-	-	-	-	x	-
Electrician	1,000,000	-	-	x	-	-	-	-	-	-	-
Store Clerk	1,000,000	-	-	-	-	x	-	-	-	-	-
Truck Driver	1,000,000	-	-	-	-	-	-	x	-	-	-
Hope Police Officer	1,000,000	-	-	-	-	-	-	x	x	x	-
The Patriot	1,000,000	-	-	-	-	-	-	-	-	-	-
Scientist	1,000,000	-	-	-	-	-	-	-	-	-	-
Researcher	1,000,000	-	-	-	-	-	-	-	-	-	-
Market Vendor	1,000,000	-	x	-	-	-	-	-	-	-	-
Barber	1,000,000	-	-	-	-	-	-	-	-	x	-
Blackwater Manager	1,000,000	-	-	-	-	-	-	-	-	-	-
Mansion Interior Guard	1,000,000	x	-	-	-	-	-	-	-	-	-
Hot Sauce Factory Chef	1,000,000	-	-	-	-	-	-	-	-	-	-
Bird Costume	1,000,000	-	-	-	-	-	-	-	-	-	-
Samurai	1,000,000	-	-	-	-	-	-	-	-	-	-
Arms Dealer	1,000,000	-	-	-	-	-	-	-	-	-	-
Strip Club Bouncer	1,000,000	-	-	-	-	x	-	-	-	-	-
Chef	1,000,000	x	-	-	-	-	-	-	-	-	-
Ice Cream Truck Driver	1,000,000	-	-	-	-	-	-	-	-	-	-
Agency Technician	1,000,000	-	-	-	-	-	-	-	-	-	-
Blackwater Park Interior Guard	1,000,000	-	-	-	-	-	-	-	-	-	-
Gardener	1,000,000	x	-	-	-	-	-	-	-	-	-
Mansion Exterior Guard	1,000,000	x	-	-	-	-	-	-	-	-	-
Dealer	1,000,000	-	x	-	-	-	-	-	-	-	-
Hope Bouncer	1,000,000	-	-	-	-	-	-	x	-	-	-
Priest	1,000,000	-	-	-	-	-	-	-	-	-	-
Agency Soldier	1,000,000	-	-	-	-	-	-	-	-	-	-
Sewer Worker	1,000,000	-	-	-	-	-	-	-	-	-	-



Challenges

Challenges

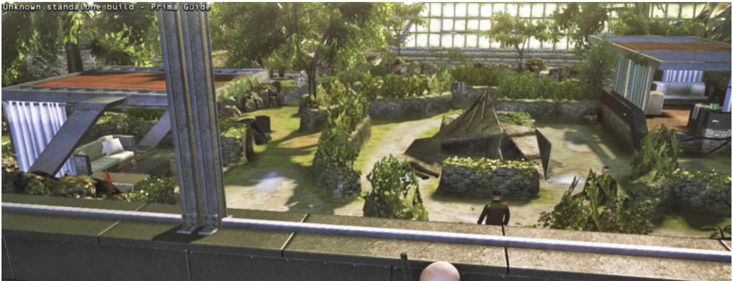
Each mission has several different challenges you can complete. Once a challenge is completed, you get a percentage bonus to your score. These bonuses are cumulative; you do not have to earn them in every playthrough. This chapter includes information on all of the challenges in the game organized by mission and area within the missions. More detailed tactics and strategies for completing these challenges can be found in the walkthroughs for each mission.

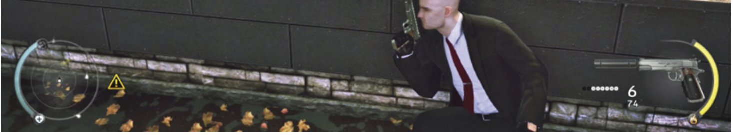
A Personal Contract

Video is restricted

Gardens

Modern Art





After killing the guard on the tennis court, you have your first opportunity to complete a challenge. Take cover behind the wall where the guard was standing. In the middle of the garden is a large sculpture. There are usually one or two guards standing beside it. Use Instinct to see if any of the guards in the garden are looking in your direction. Wait until no one is watching, and then take aim with one of your silenced Silverballers. Your target is the single metallic support at the base of the sculpture. Carefully squeeze the trigger to fire a single round. As you hit the support, the sculpture crashes down on top of any nearby guards, killing them instantly. Quickly take cover behind the wall since you are exposed while shooting. If guards head your way, climb into the garden box and hide there until the guards' alert level goes back down.

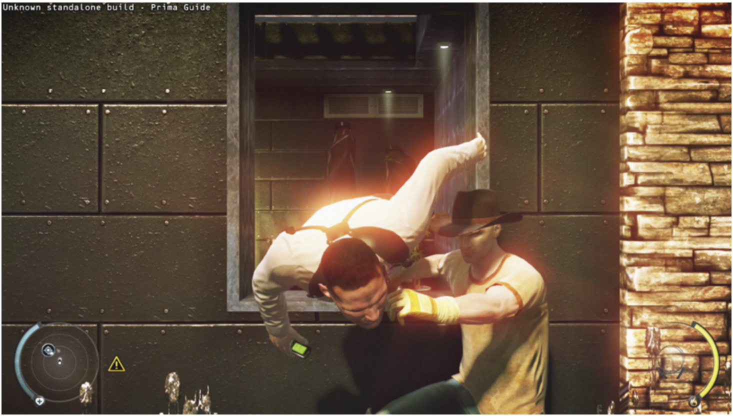
Greenhouse

Chameleon

This mission has four disguises you must use in order to complete this challenge. The first is the outside guard uniform, which you can get from the guard you killed with the knife. The other disguises are a gardener, an inside guard, and a chef. In order to begin working toward this challenge, take the uniform from the guard on the deck.

Cliffside

Geronimo



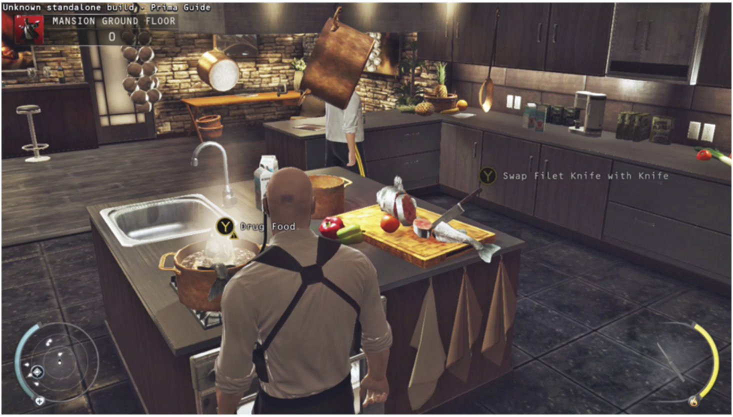
In order to complete this challenge, you must push or pull a guard out of a window in order to eliminate him. The best place to do this is while you are on the ledge.

Evidence Collector (1/2)

During a mission, it is important to collect any evidence that might link you to the hit or to other actions you take. Look for video tapes or other kinds of evidence and pick up any you find. In this mission, there are two pieces of evidence that you must collect in order to complete this challenge. The first is on an equipment console to the left of the disguise.

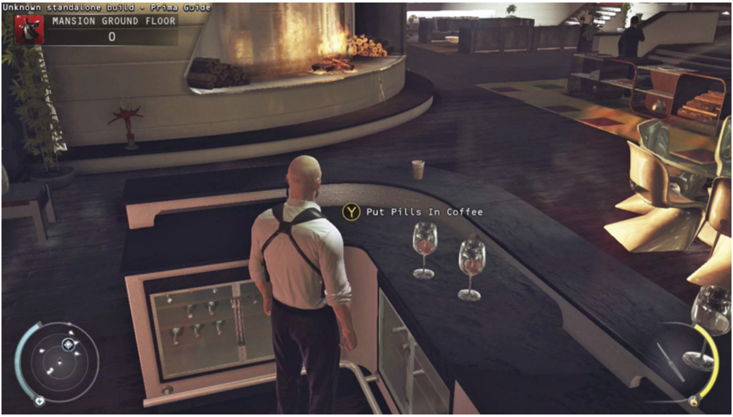
Mansion Ground Floor

Extra Spice


Unknown standalone build - Prima Guide
MANSION GROUND FLOOR
0
Swap Filet Knife with Knife
Drug Food

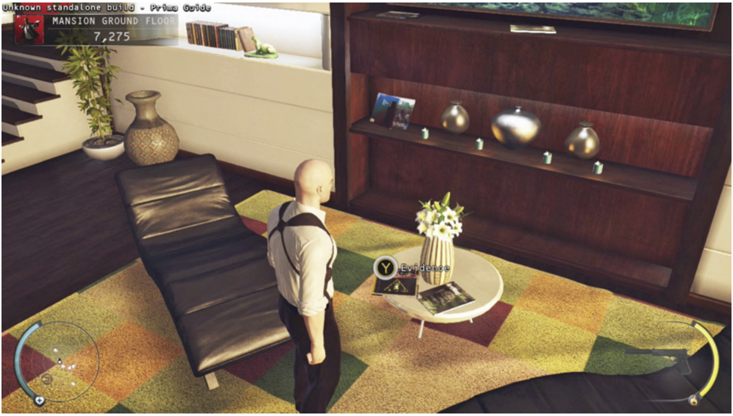
This is an easy challenge to complete. Once you have the sleeping pills from the upstairs bathroom, put some of the pills in the pot on the stove. After the chef takes a taste, he passes out and is neutralized without you having to kill him.

Damn Good Coffee



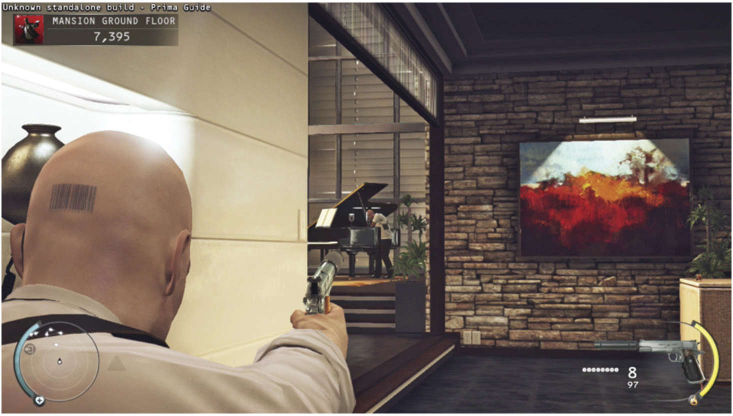
This challenge is almost a necessity for this mission if you want to avoid bloodshed. Get the sleeping pills from the bathroom and put them into the Head of Security's coffee. After he drinks it and passes out, the challenge is complete.

Evidence Collector (2/2)



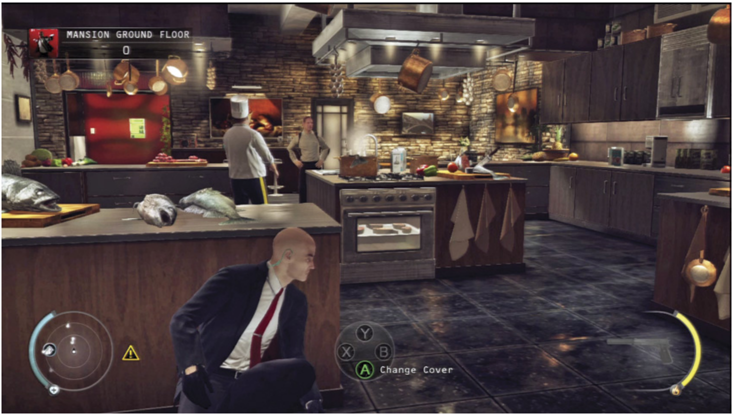
Pick up the second piece of evidence in the large room with all of the guards. It is sitting on a small table between two lounge chairs. Collecting evidence is a good way to earn a lot of points, so do it every time you play the mission.

Play It Again



This is one of the optional challenges. While it involves killing a non-target person which gives you a penalty, it also gives you a score modifier for the current and future playthroughs of this same mission. To complete this objective, drop the lid of the grand piano on the head of one of the guards who likes to look inside the piano. There are two ways to do this. One way is to find a position against the wall across from the bar. Draw out one of your silenced Silverballer pistols and take aim at the support bar that holds up the lid of the piano while the guard is looking inside. Take the shot and quickly holster your pistol before anyone sees you. The other way to complete this challenge is to stand next to the piano while in the chef disguise and push the support. This is tougher and you need to make sure no one is looking to avoid detection.

Suit Only



If you are going for the Suit Only challenge, this area can be tough—especially if you want to avoid killing anybody. Sneak up the stairs to get the sleeping pills, and then sneak through the kitchen. While you can make it easier by drugging the chef, if you are also going for the Well Played challenge, you need to leave him alive and awake. As he moves around the kitchen, take cover behind counters and make your way through the kitchen without being seen. Stay low and go behind the bar. From there, wait until no one is looking and put sleeping pills in the coffee mug. You can also activate the switch on the balcony near the bathroom to open the window blinds. As they open, all of the guards in the lower area turn to look out the windows, giving you an opportunity to move through the large room to get to the coffee. Then, duck behind the bar. Get to the closet in the corner room and wait for the head of security to enter the room and pass out. Once you have the keycard, sneak through the kitchen and continue up the stairs.

Well Played

When completing Well Played, you cannot kill or subdue anyone. Only the head of security can be knocked out using sleeping pills. This is easier to do if you are using the interior guard disguise and if you are not attempting the Suit Only challenge during the same playthrough.

Infiltrator

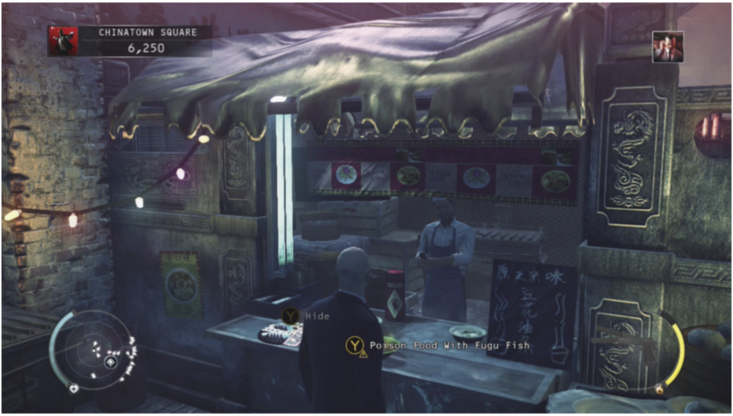
Get through the entire mission without being spotted.

The King of Chinatown

Video is restricted

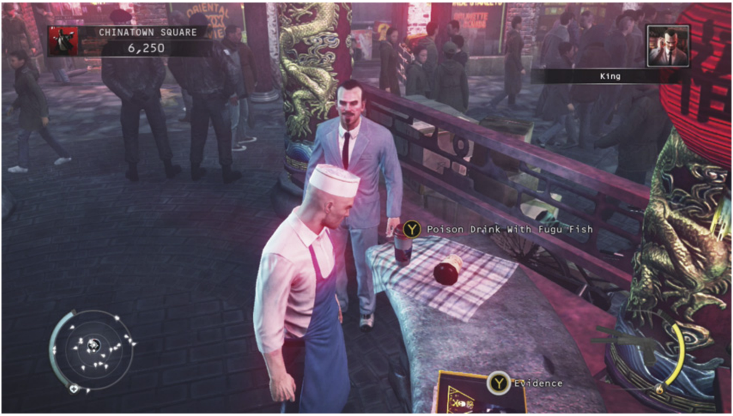
Chinatown Square

Let’s Do Lunch



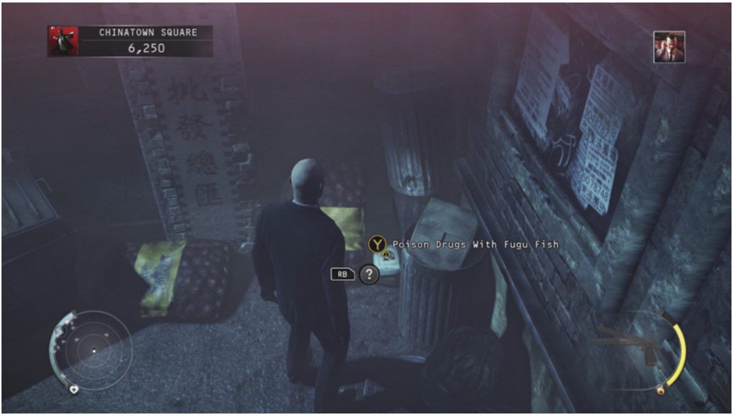
Once you have the fugu fish, return to the two vendors at the back of the area. Next to the vendor on the right is a plate of food. Poison the food with the fugu fish. The King takes walks around the square and one of his stops is at this vendor where he samples the food. Once he eats it, he is a goner. You can stay in your suit for this kill and none will be the wiser.

Hot Coffee



If you move near the cook on the right, you can see a disguise on the ground. Put it on and you will look like a market vendor. This allows you to move into the pagoda. Once you are in the pagoda, use the fugu fish to poison the King’s mug of coffee. When he returns to the pagoda, the drink will be his last.

Don’t Do Drugs

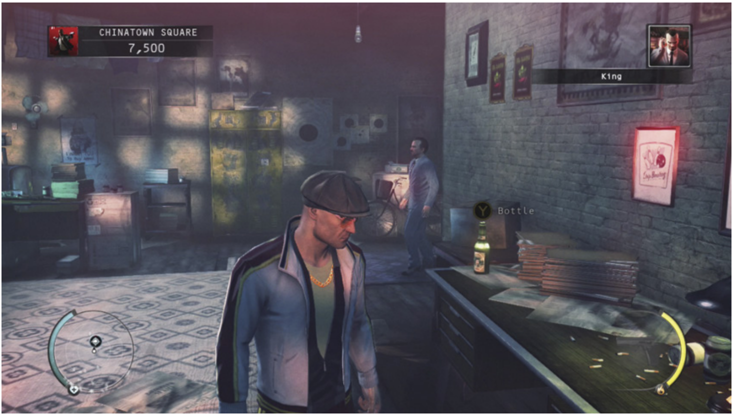


Poison either the package of drugs in the sublevel area or the drugs in the dealer’s apartment. When the dealer takes the King to the apartment, the King samples the product and the blow really blows him away.

Master Poisoner

In order to complete this challenge, you must poison the King of China in each of the three ways in three different playthroughs. Poison the food at the vendor, the coffee at the pagoda, and the drugs either in the sublevel or the dealers apartment.

Chameleon



In order to complete this challenge, you need to use four different disguises: market vendor, drug dealer, police officer, and

SWAT team officer. The first three are fairly easy to get. The only time the SWAT team shows up is when someone sees you kill the King or a cop.

Kaboom

Earn this challenge by blowing up the King of Chinatown, as well as any nearby people.

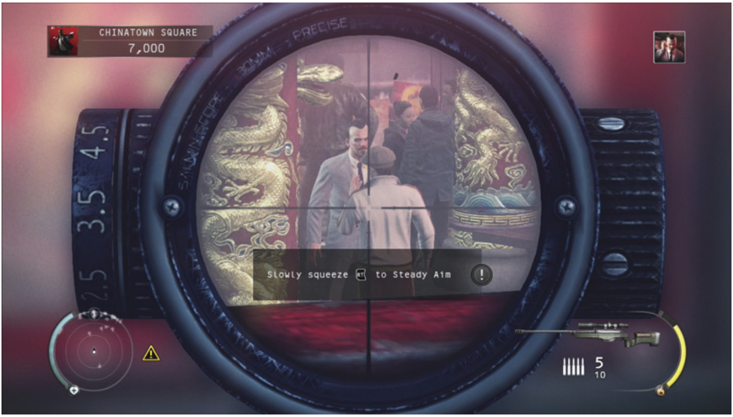
Controlled Demolition

Complete this objective by blowing up the King without injuring any civilians. Hide the police officer's body in the container to protect him from the explosion. You can earn this challenge and the Kaboom challenge with the same explosion.

A Killing View

All you need to do to complete this challenge is to snipe at the King from the dealer's apartment.

Two for the Price of One



Slowly squeeze RT to Steady Aim

You can actually complete this challenge at the same time as A Killing View. Wait in the apartment until the drug dealer is talking to the King at the pagoda. Move so that your view is as close to the right side of the left window as possible. Wait until part of the dealer's body is in front of the King. Aim so that your high velocity sniper bullet will penetrate the dealer and kill the King as well—all with a single shot.

Man Down

This challenge is completed by pushing or shooting the King so he falls into a manhole.

Drop Dead

By shooting the chain and dropping the pallet, you not only complete this challenge, but you can also earn Silent Assassin and execute a signature kill.

Quid Pro Quo

Assassinate the King of Chinatown and exit Chinatown in order to complete this challenge.

Infiltrator

Get through the entire mission without being spotted.

Suit Only

This is an easy mission in which to complete this challenge. Unless you need a disguise to complete one of the challenges for killing your target, just wear the suit.

Mastery: The King of Chinatown

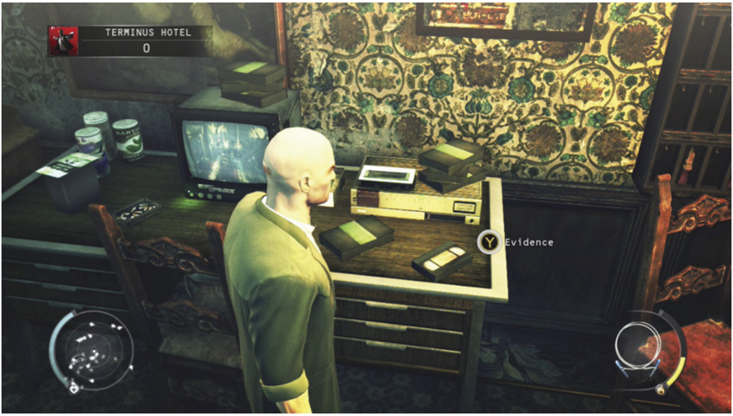
Complete all other challenges in this assignment in order to earn this final challenge.

Terminus

Video is restricted

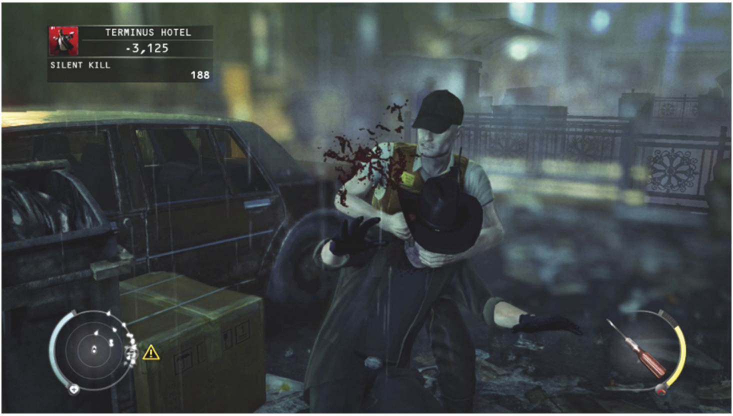
Terminus Hotel

Evidence Collector (1/2)



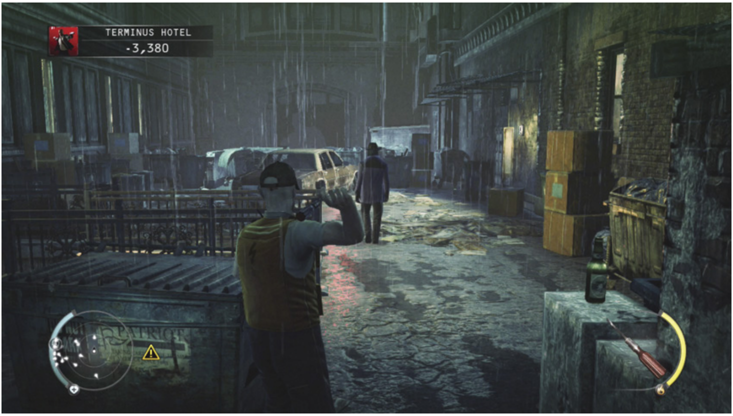
While wearing a disguise, go into the private residence behind the concierge counter. From there, walk into the concierge area and pick up the first piece of evidence next to the security monitors. The second piece of evidence is on the eighth floor. Be sure to pick up some of the items in the private residence on the ground floor to add them to your collection.

The Electrician—Part 1



While on the first floor or down in the basement of the hotel, use a screwdriver to kill one of Dexter's goons. You can either move in behind a goon and stab him, or throw it just like a knife. There is a screwdriver by the elevator that you can pick up.

The Electrician—Part 2

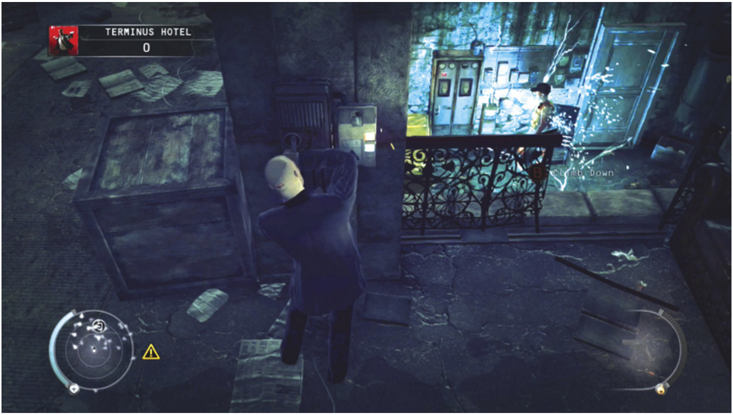


Once you complete the first part of this challenge, you unlock the second part. Kill five of Dexter's goons with a screwdriver without being seen.

Chameleon

Pick up the goon, janitor, and electrician disguises to complete this challenge.

Suit Only

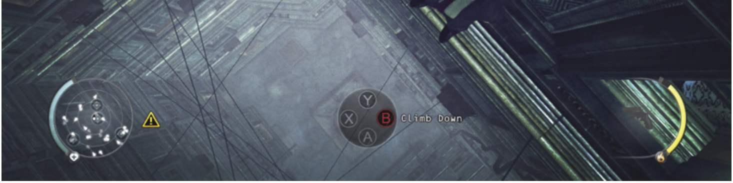


If you are going for the Suit Only challenge, the toughest part can be getting to the upper floors. Go in through the basement and kill the first goon if you need to. Then, head up the stairs. Go to the left, toward the checkpoint. Turn on the generator near the door to the room, and then move over to the railing which surrounds an opening overlooking the sewer below. Use the power electrical switch to send electricity from the generator down into the flooded sewer level and kill the electrician below. The benefit of this is that all of the goons and electricians move away from the elevator and focus their attention on the dead electrician. This gives you an excellent opportunity to walk to the elevator and take it to the upper floors without anyone seeing you. The only downside is that you lose points for a civilian casualty.

Upper Floors

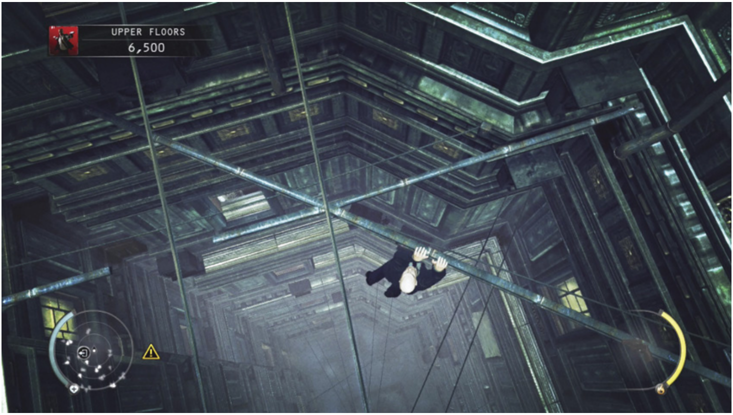
Inside Job (1/2)

UPPER FLOORS
0



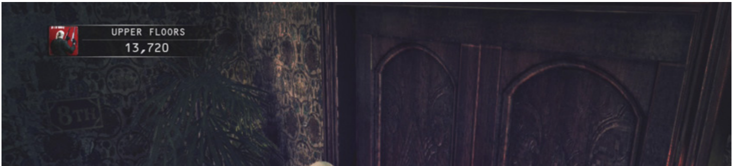
In order to complete this challenge, you need to get past secure places by climbing out upper floor windows and moving along ledges. There are two places where you must do this. The first is on the seventh floor, where you need to get past the keycard door. The second is on the eighth floor. Using this method to bypass goons and security is also great if you are simultaneously attempting the Suit Only challenge.

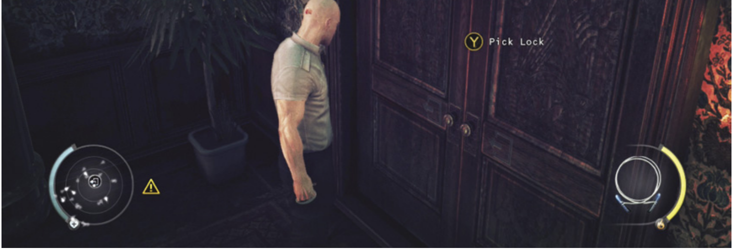
Inside Job (2/2)



By using the ledges outside of the hotel to get from the window by the key card stairwell to the door of room 899, you complete the second half of this challenge. These challenges also make the mission much easier.

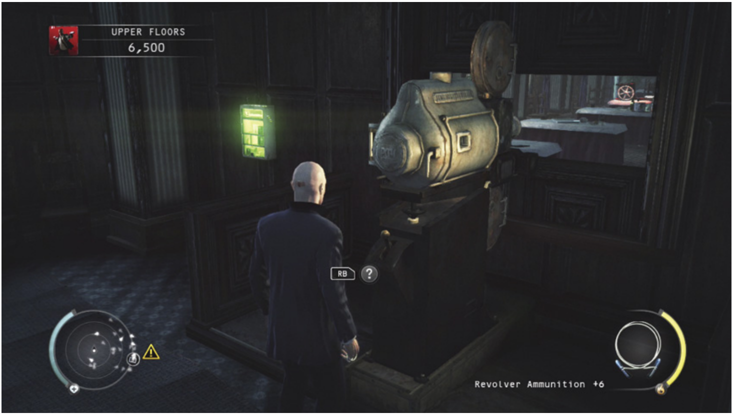
Hall Pass





This challenge is completed by wearing the janitor disguise and getting all the way to room 899 without being spotted. Complete the Inside Job challenge while wearing the janitor disguise to kill two birds with one stone.

An Evening in Paradise



Put the movie reel on the projector in the projection room in order to complete this challenge. The movie distracts many of the guards on the eighth floor.

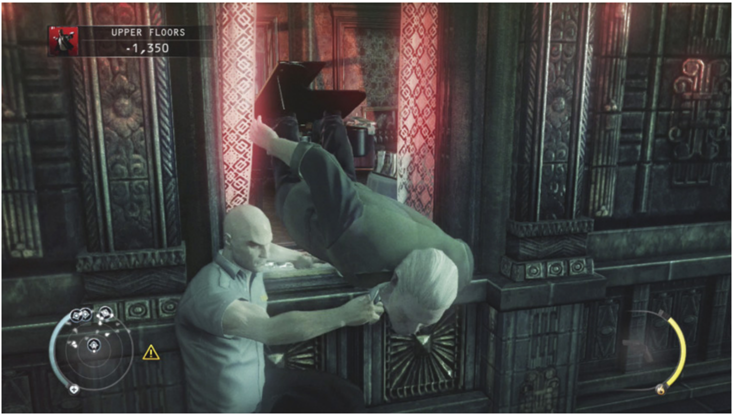
Evidence Collector (2/2)

UPPER FLOORS
5,400

HOTEL TERMINUS

The second piece of evidence is located in a room attached to the large room near 899. It is not too difficult to sneak into this room, but actually getting the evidence is tougher. There are two goons inside. They both have their backs to the door. Sneak in and take cover behind the table. Pick up the bottle and throw it at the far right corner. While one goon goes to investigate, move up behind the other goon and kill him silently with the fiberwire. Quickly drop the body and switch to a throwing weapon such as a knife, scissors, or screwdriver. Throw it at the second goon before he knows you are there. There is nowhere to hide these bodies, so get the second piece of evidence on the table and get out.

Housekeeping



In order to complete this achievement, neutralize 10 of Dexter's goons and hide their bodies.

Do Not Disturb

In order to get this challenge, you need to avoid killing or pacifying anyone. You can still use disguises, but you can't get them off of a body. Use a lot of distractions to get past goons and make your way to 889. You will need to use the movie on the eighth floor; put it in the projector while the goon inside the projection room is distracted.

Infiltrator

Get through the entire mission without being spotted.

The Man from South Dakota

Complete this challenge by completing the level.

Mastery: Terminus

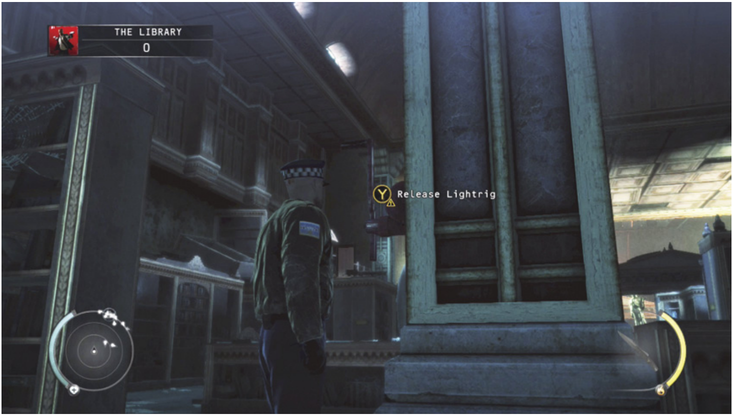
Complete all of the challenges for this level to earn this final challenge.

Run for your Life

Video is restricted

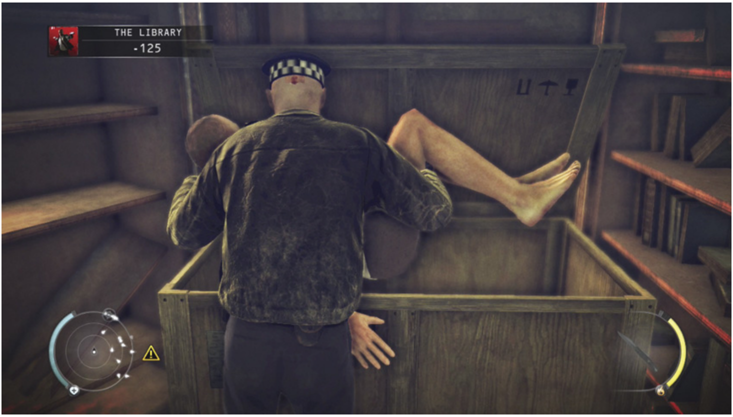
Burning Hotel

Death From Above



There are several chandeliers inside the library. Some can be dropped to the ground by releasing the cable holding them up. One of these chandeliers is near the point at which you enter the library. Once you get down to the ground floor—either by dropping down from the left side or taking the stairs on the right—move toward the middle. Wait for a police officer to walk right under it, and then release the cable to kill him and complete this challenge. There is a power cord on a shelf nearby, so be sure to pick it up. You can use it like a fiberwire for silent kills.

Silence Please—Part 1

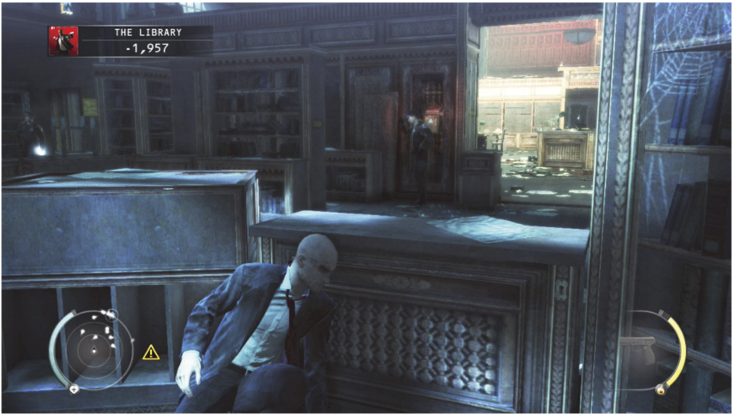


In order to complete this challenge, you need to pacify a police officer and hide the body in a container. Subdue a police officer, but do not kill him. You can also let them find you and raise your hands in mock surrender, but be sure to do this when only one of them is around. Then, as the officer closes in, take away his gun and use him as a shield. Knock him out and hide the body.

Silence Please—Part 2

Pacify seven police officers and hide their bodies in order to complete the second part of this challenge. The library is a good place to do this. There is one container on the left side of the room, a couple in the center, and a couple on the right side.

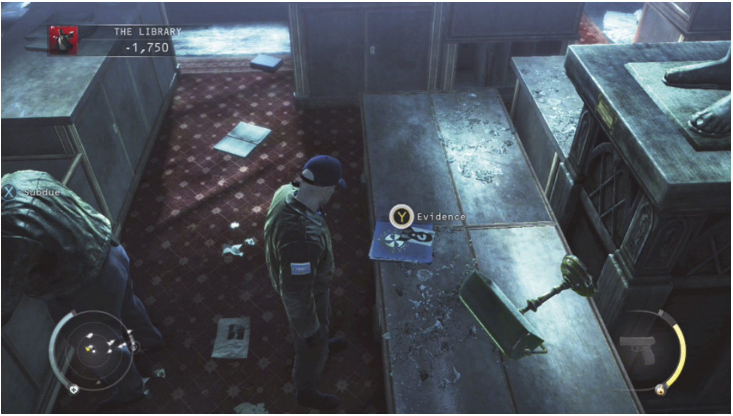
Picking on the New Guy



This is another challenge that you can complete in the first part of the library. The rookie on the force, Officer Fizano, is in the center of the area trying to fix the fuses for the lights. In order to complete this challenge, you must use him as a human shield.

Subdue some of the police on the left side of the library, and then walk out in the open so that Fizano sees you and comes to arrest you. Mock surrender and take away his gun. Hopefully, no one sees you do this and you can knock him out and hide the body without getting into a fire fight. Once Fizano is out of the way, sabotage the fuse box to dim the lights in the reading area and make it easier for you to get through there.

Evidence Collector (1/3)



The first piece of evidence for this mission is located in the reading room, right next to the statue in the center of the area. There are several police here. Try dropping chandeliers on some of them since there are two chandeliers that hang over this area. In addition, locate a radio on the right side of the room. Turn it on, or position it behind some book shelves before turning it on, to lure some of the police over to the right side of the library. There is also a checkpoint in this area. While the police are distracted, move in and get the evidence.

Shangri-La

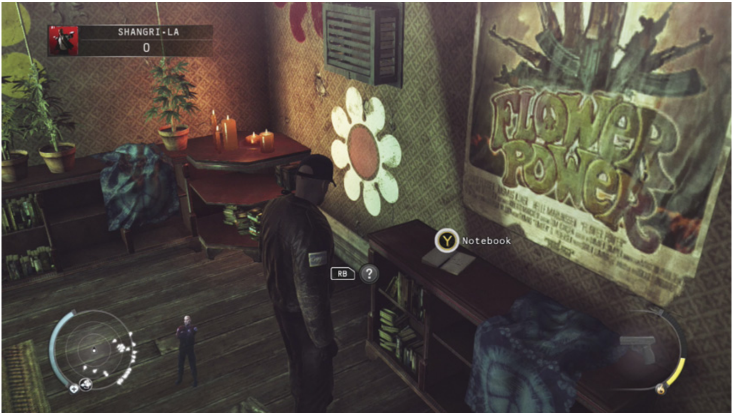
Fields of Joy

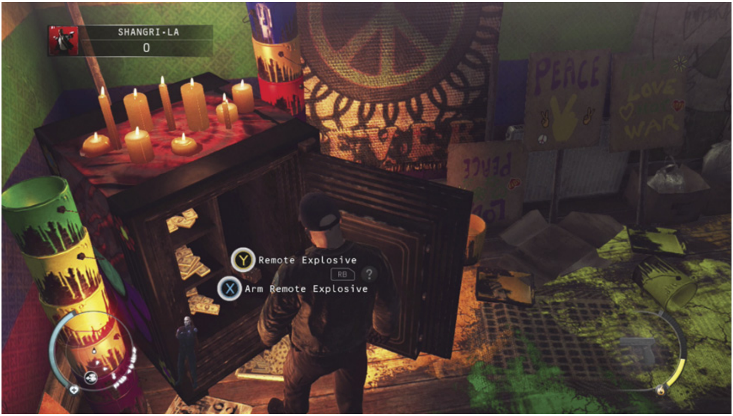
Get through the field of marijuana without being seen in order to earn this challenge.

Bong Hits

Complete this challenge by knocking out three police officers with the bong.

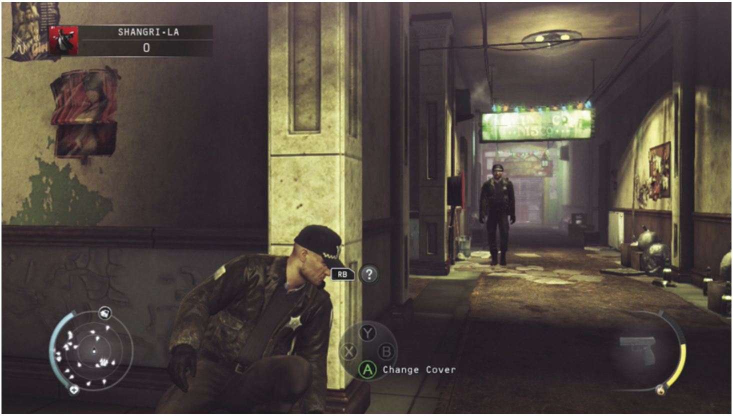
Business Is Booming

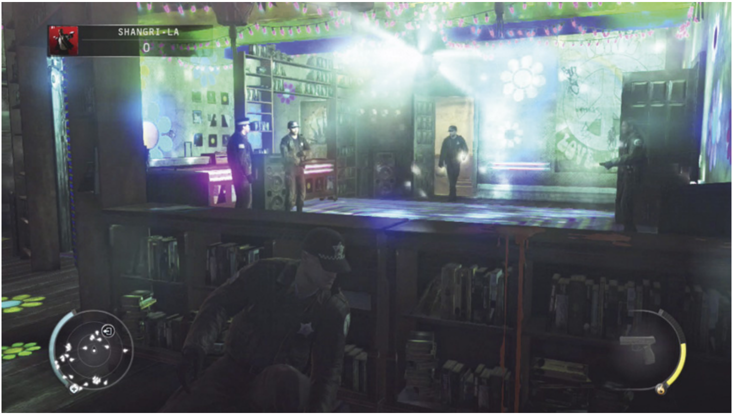




When you get to the hall, take a right and enter the door on the right. This colorful room has a safe in the far corner. Look around the room as you first enter to find a notebook with some codes in it. Walk over to the safe and use the combination to open it. Inside is a remote-controlled explosive. Leave that where it is. Next, look around for a radio near the safe. Turn it on, move into the other room, and take cover behind a short wall. Wait for a police officer to come in to check on the radio. While he is in there, he sees the open safe and the explosives. After he calls in the other police, leave the room and head toward the elevator, which is now clear.

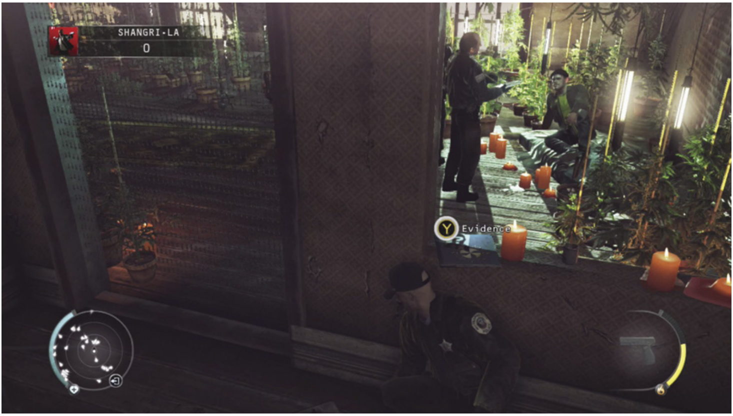
In Stereo



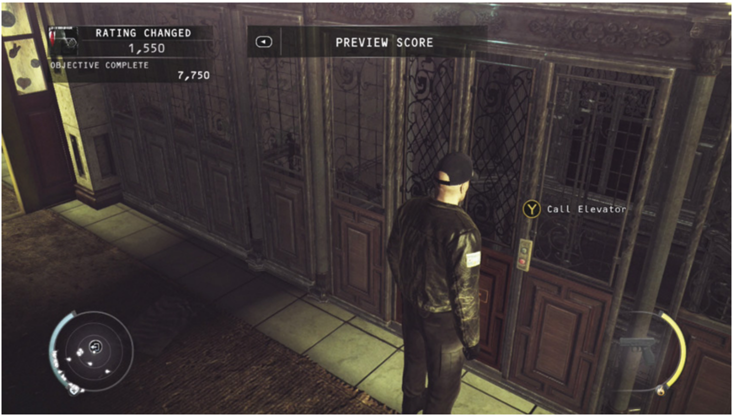


The second way to distract the police is located on the other side of the area. Follow the hallway around to the left. Wait for the cop in the hallway to walk away, and then enter the room. There is a dance floor here. Walk around to the back and put the tape into the player to begin the music. If you are in a police disguise, you can hide in plain sight by playing the keyboard. Otherwise, hide behind the counter where the keyboard is located. Wait until there are four police dancing in the room, and then slip out to find an empty hallway and a clear shot to the elevator.

Evidence Collector (2/3)



Before you head over to the elevator, follow the hallway next to the dance room. Stay low and move toward an area where police are arresting people. Pick up the piece of evidence on the ledge and get out of there.



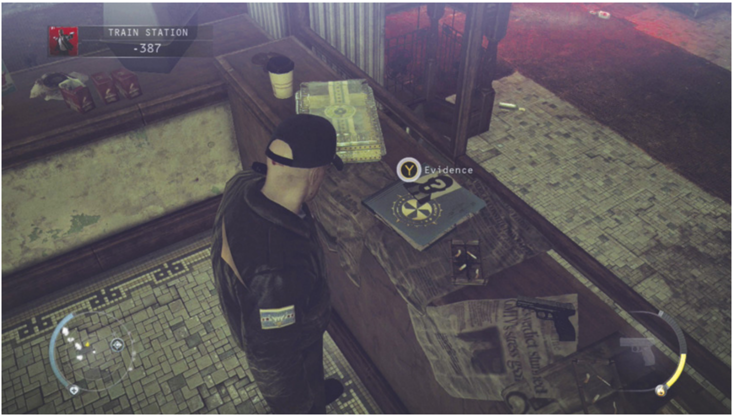
Once the cops are distracted, move to the elevator and take it down to the train station so that you can make your escape.

Train Station

Chameleon

The only place you can get a SWAT officer disguise is in this area. After the SWAT team moves into the building, look for a metal pipe as you approach the door. Then, return to where you ambushed the other cop. Throw the pipe at the spot where you hid and quickly take cover on the other side of the counter. When the SWAT officer walks in to look at the pipe, reach over the counter to attack and subdue him. Take his uniform for a disguise and hide the body in the container. To complete this challenge, you also need a Chicago PD officer disguise.

Evidence Collector (3/3)



The final piece of evidence is located on a counter with several police officers around. You need a police disguise of some type and a lot of Instinct. The counter is across from the door leading out onto the train platform. Use Instinct to get to the counter, and then hide in plain sight by moving next to the doughnuts. Wait until some of the cops talk to you, and then make your way around the counter to get the evidence. Quickly make your way out of the area before the police see through your disguise.

Infiltrator

Get through the entire mission without being spotted.

The Tables have Turned

Complete this mission in order to earn this challenge.

Mastery: Run for Your Life

Earn all challenges for this mission to get this final challenge.

Hunter and Hunted

Video is restricted

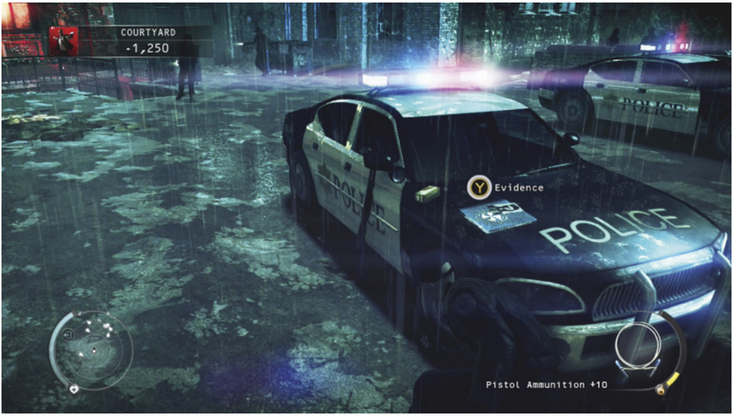
Courtyard

Chameleon

COURTYARD
-1,250

In order to complete this challenge, you need to acquire four different disguises: Chicago police officer, strip club bouncer, store clerk, and chipmunk.

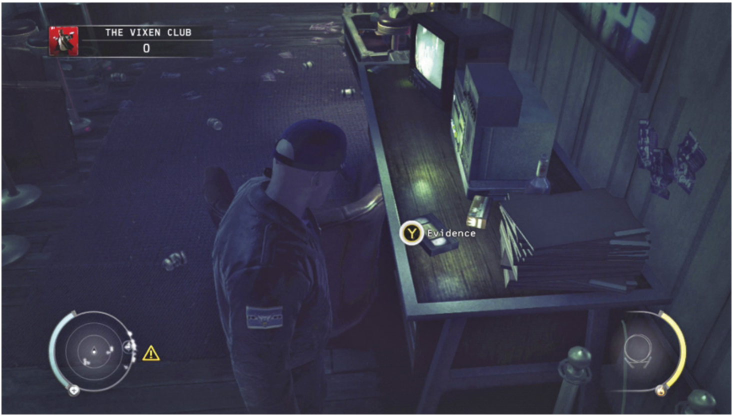
Evidence Collector (1/6)



The evidence in this first area is located on the hood of the police car in the middle of the open area where the police cars are parked. If you have a police officer disguise, use Instinct to collect it and move away to hide. Otherwise, hit one of the cars to set off the car alarm. While the police are distracted, rush out and get the evidence.

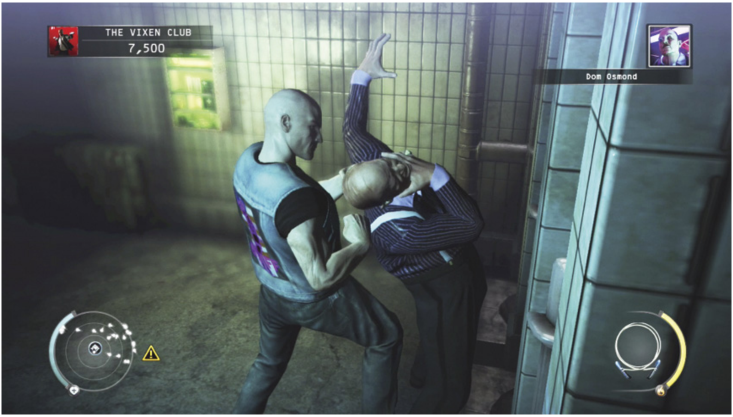
The Vixen Club

Evidence Collector (2/6)



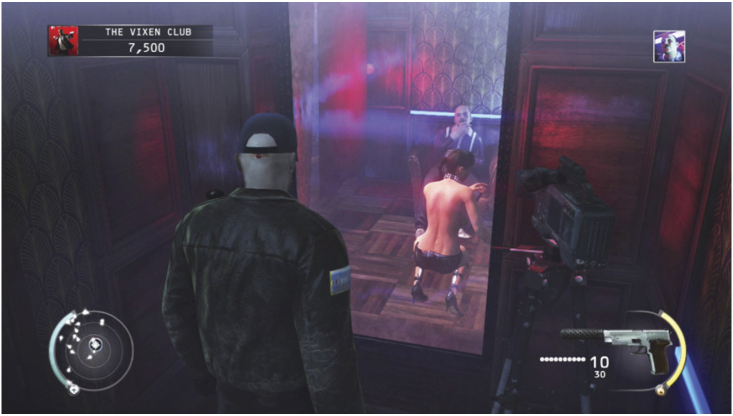
This piece of evidence is located on a desk in the second floor office directly above the entrance to the club. You can reach it by scaling the outside wall of the club and climbing in through a window. Alternatively, once you have a keycard you can go through the locked door behind the entrance counter of the club and climb the stairs to the office.

Dominated



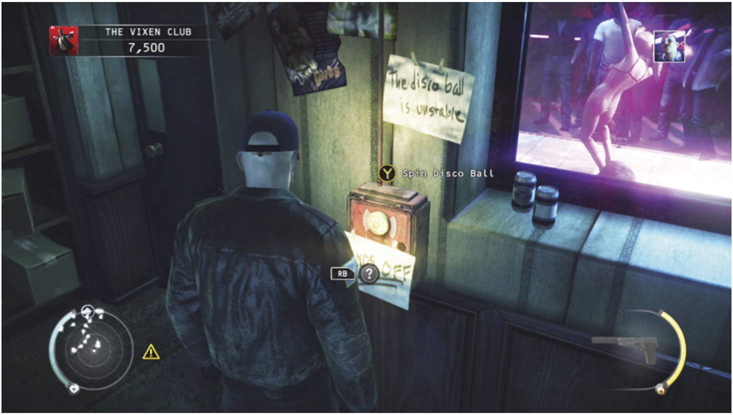
Follow Dom into the restroom and use the fiberwire to kill him. Hide the body and leave the club without being spotted to complete this challenge.

Private Dance



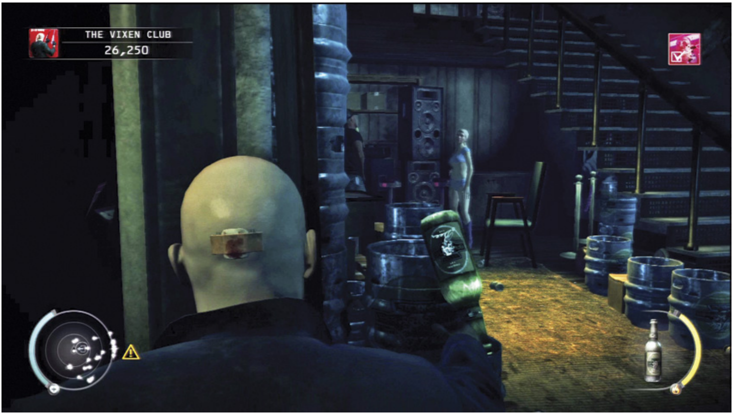
Eliminate Dom in the VIP booth without being spotted, and then hide the body. Leave the club without being seen to complete this challenge.

Schadenfreude



To complete this challenge, drop the disco ball on Dom to kill him. You do not need to hide the body since his death appears to be an accident.

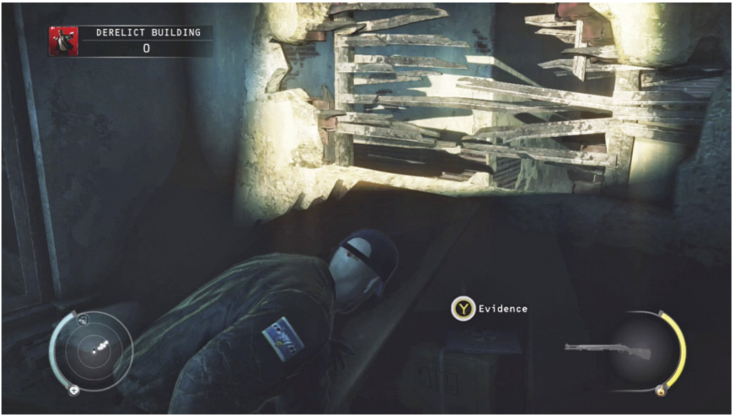
Suit Only



This part of the club is the most difficult if you are going for the Suit Only challenge. Use bottles and other objects to distract the bouncers so that you can slip past them. Consider killing some of the bouncers with the silenced pistol from a distance, and make sure to hide their bodies if you do.

Derelict Building

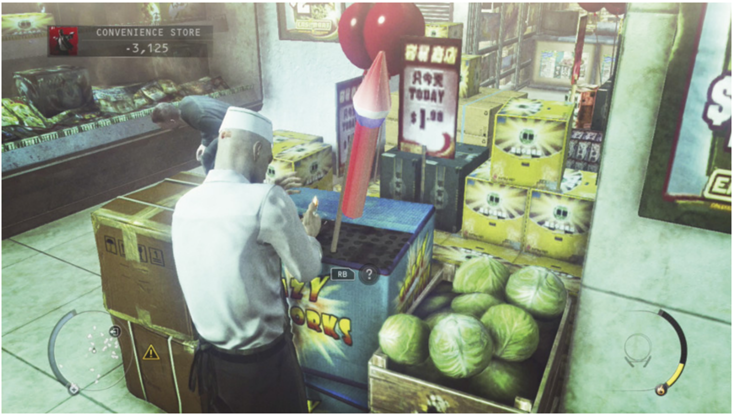
Evidence Collector (3/6)



After dropping down from the upper level while the police are distracted, move to the left—toward the police—and locate the evidence near the corner of the wall.

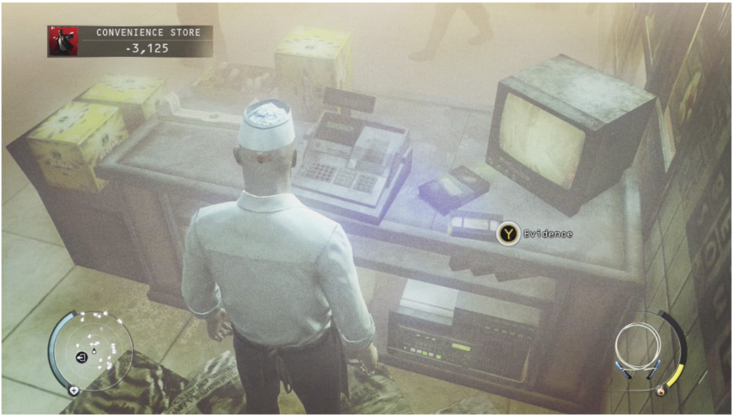
Convenience Store

Fire Sale



Turn off the sprinklers and ignite the fireworks in the convenience store in order to complete this challenge.

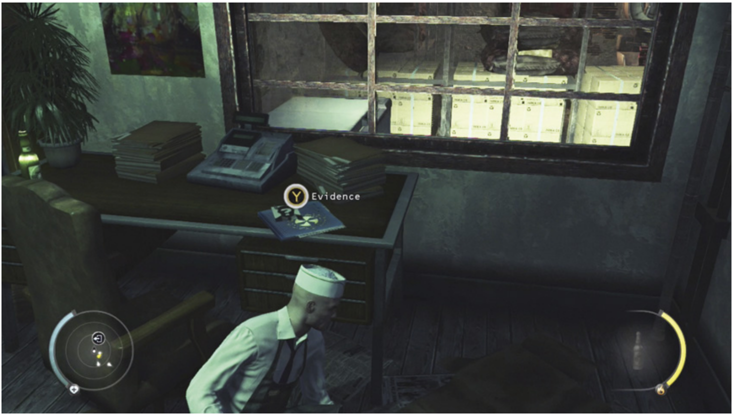
Evidence Collector (4/6)



This piece of evidence is located near the cash register at the entrance of the store. After setting off the fireworks in the store, it is easy to slip behind the counter and get the evidence while everyone is evacuating.

Loading Area

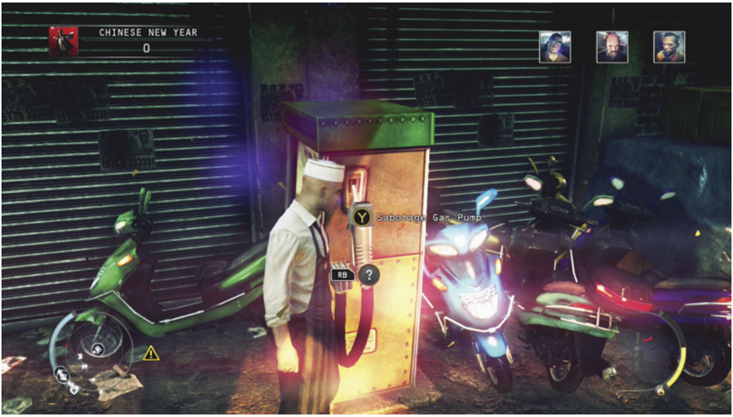
Evidence Collector (5/6)



Get into the office and pick up the evidence located on the desk.

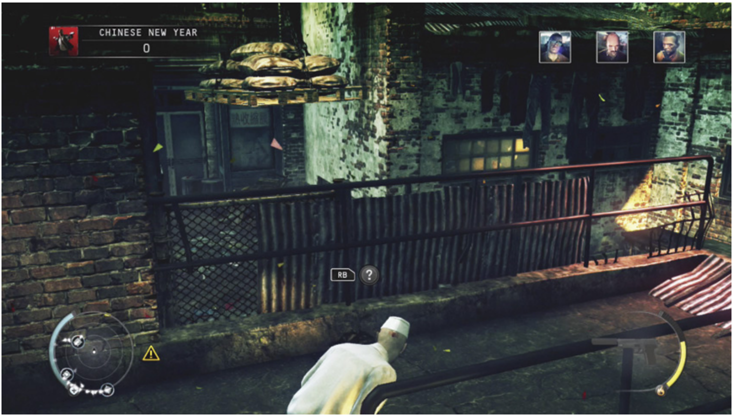
Chinese New Year

Fire Him



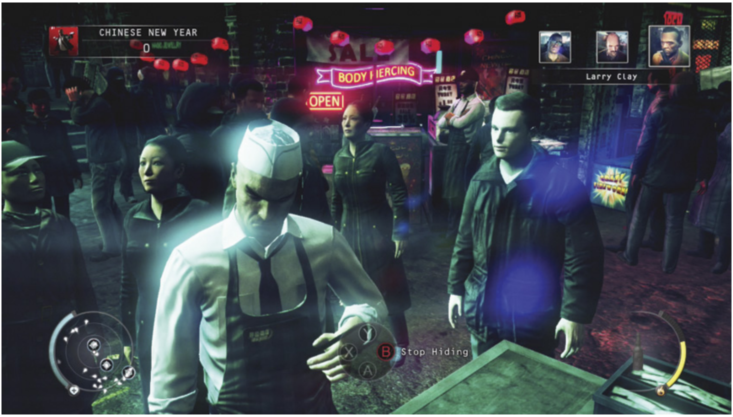
As you enter Chinatown, walk straight ahead to the fenced-off area near the exit. There is a police officer standing near the entrance, but if you go past the entrance, then you can climb through a hole in a wall to get into the area. If a store clerk is in this area, wait until he leaves before moving toward the gas pump and using it to spill some gasoline on the ground. Then, exit the way you entered. When one of Wade's men comes to have a smoke, he throws his cigarette down onto the ground, which ignites the gasoline and nearby fireworks. One man down—and it looks like an accident.

X Marks the Spot



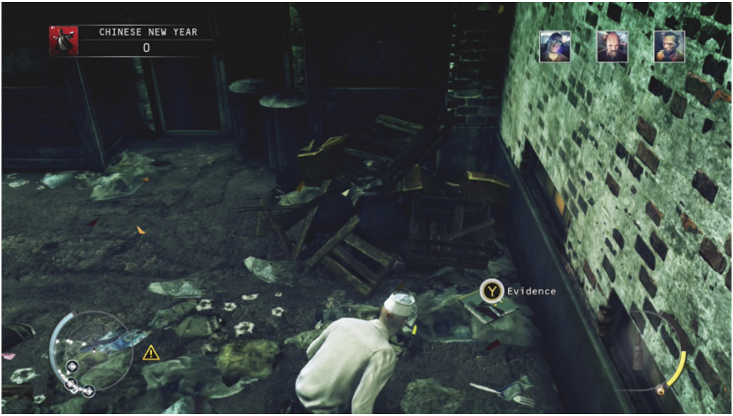
Larry Clay likes to rough up one of the market vendors. Walk to the far left corner of Chinatown and walk into an alley where there is an electric cart. Head up the ramp and pull out your silenced pistol. As Clay leads the vendor toward the end of the alley, wait for him to walk under a hanging pallet. Then, shoot the chain so that the pallet drops onto Clay and kills him. Another kill that looks like an accident.

Two Rights Make A Right



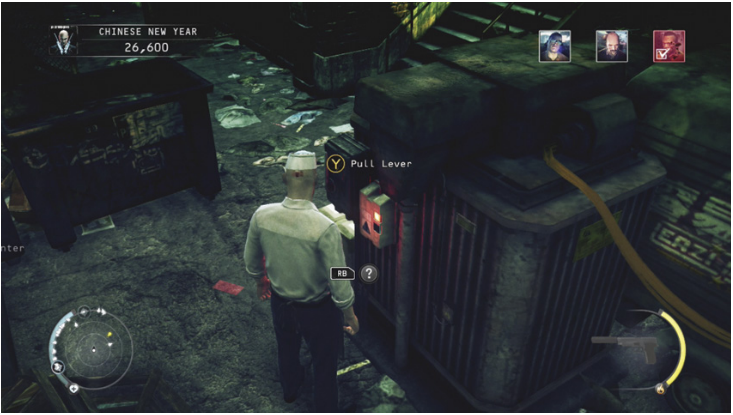
If you kill Clay before he can rough up and kill the vendor, and if that vendor stays alive until the end of the mission, then you complete this challenge.

Evidence Collector (6/6)



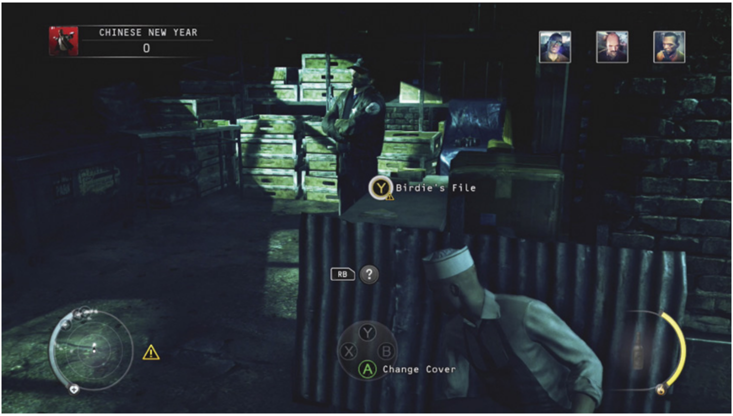
This evidence is located in the alley where Clay takes the vendor to rough him up. You can access this area from the adjacent alley. Climb up onto a catwalk, and then drop down from a ledge when no one is around to get the final piece of evidence.

Moment of Bliss



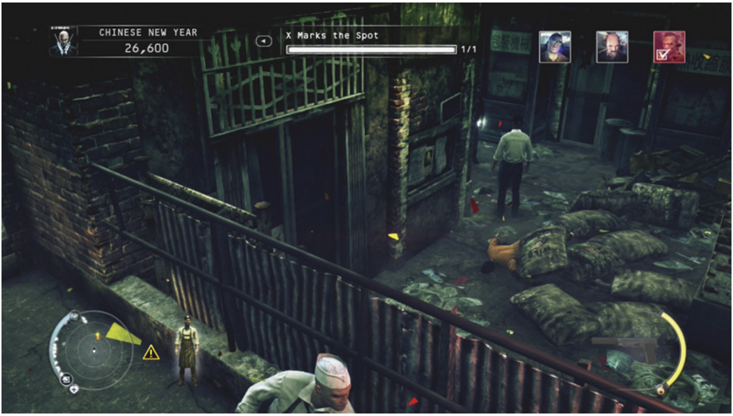
One of Wade's men needs to relieve himself. He goes to the alley with the electric cart. For this challenge, hide behind the electrical power box. As the man is urinating, flip the switch to activate the power and electrocute Wade's man. Another seemingly accidental kill.

Lieutenant Bad



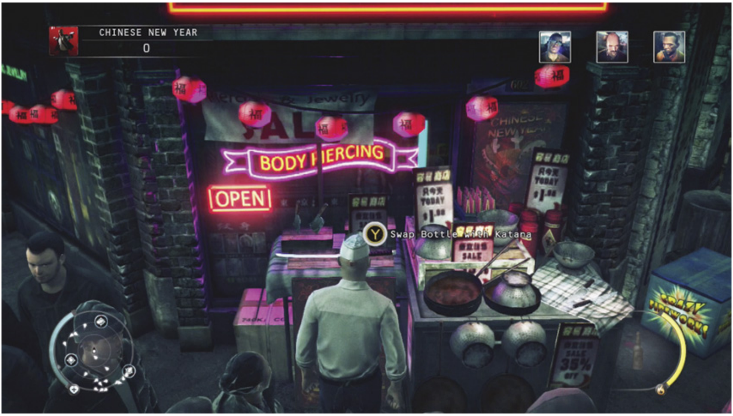
Follow Bill Dole through Chinatown to the opposite end. He meets with a corrupt police officer down in the basement weapons cache. Sneak into this through the air duct and stay low. While he is talking to the cop, stay low and move near him to grab Birdie's file. Once you have it, either stay hidden or get out of there. When Dole goes to give the file to the cop, he can't find it. The cop, thinking he is being conned, guns down Dole, killing him for you.

Cleaning up Chinatown



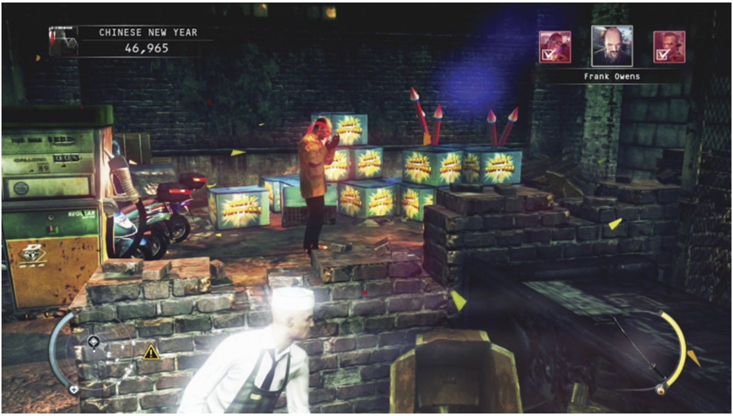
Complete the following four challenges to earn this challenge: Fire Him, X Marks the Spot, Moment of Bliss, and Lieutenant Bad.

Swordplay—Part 1



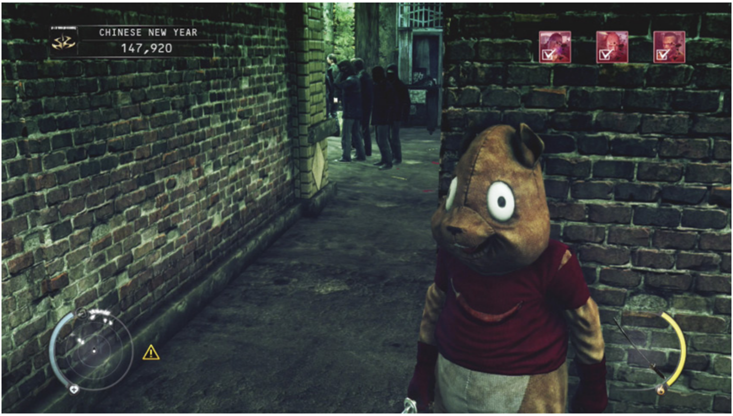
Wait until Larry Clay leads the vendor away from his booth near the tattoo parlor in the far corner. There is a katana sword at this booth. Pick it up and immediately hide it. Then, move up the ramp overlooking the adjacent alley. When Clay leads the vendor into the alley, throw the katana at Clay's head to kill him. Wait for the vendor to run and get the police. After the alert dies down, climb down the ledge to retrieve the katana so that you can use it again.

Swordplay—Part 2



In order to complete this challenge, you need to kill all three of Wade's men with the katana. After killing Clay in the alley, kill Frank Owens near the gas pump where he smokes, and then dispatch Bill Dole when he goes down to the basement level near some containers.

Swordplay—Part 3



This is a tough challenge to complete. You need to kill all three of Wade's men with the katana while wearing the chipmunk disguise. Use the same locations as listed above for Swordplay—Part 2 since these are hidden locations where you can kill while remaining unseen.

Infiltrator

Get through the entire mission without being spotted.

Damage Control

Complete this mission and exit Chinatown to earn this challenge.

Mastery: Hunter and Hunted

Complete all of the other challenges for this mission to complete this final challenge.

Rosewood

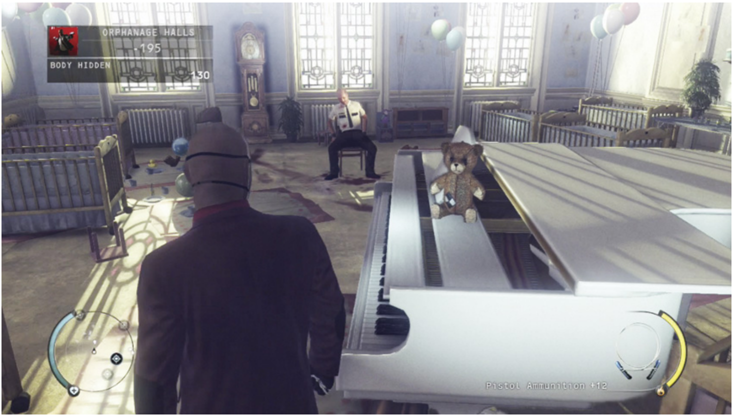
Video is restricted

Orphanage Halls

Chameleon

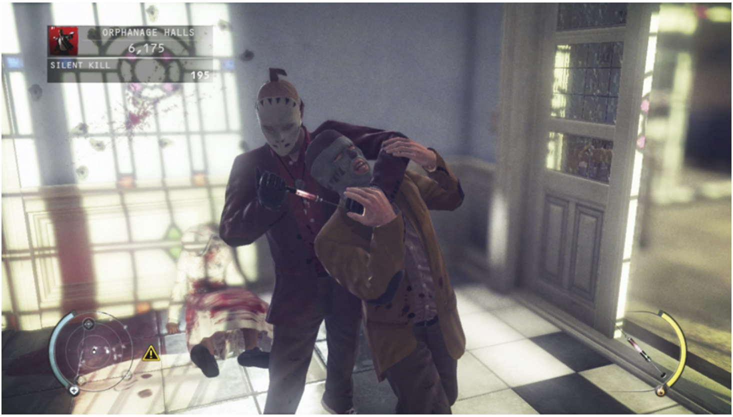
Complete this challenge by using two different disguises: henchman and Rosewood security guard.

Good Samaritan



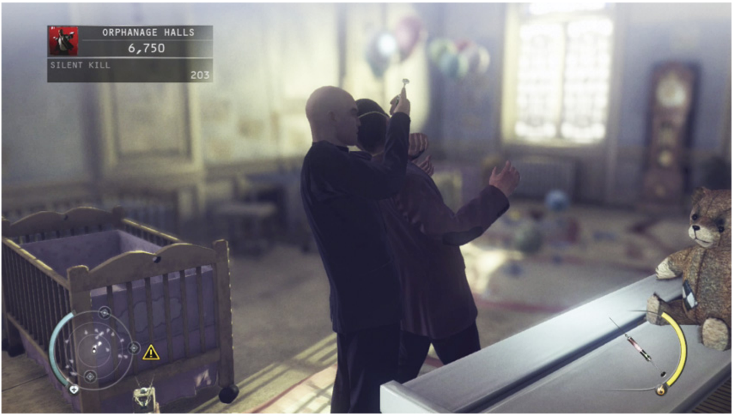
Kill the henchmen in the nursery area who are torturing the security guard. When you save his life, you complete this challenge.

Subtle Injection—Part 1



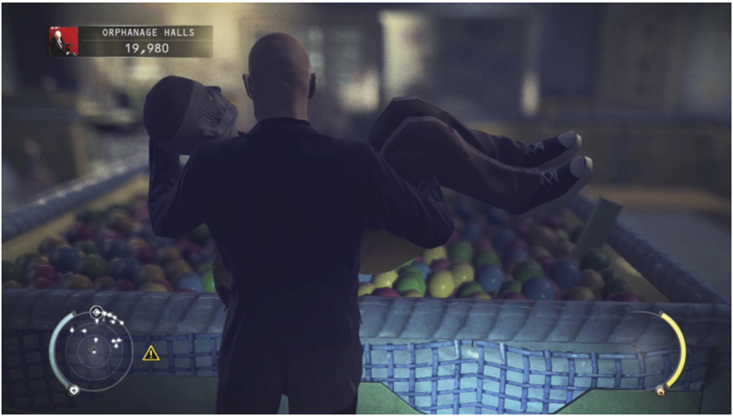
Once you have the syringe, pacify three henchmen to complete this challenge. After using the syringe on both henchmen here, you only need to use it one more time to complete this challenge.

Subtle Injection—Part 2



When playing this level a second time, after dealing with the first two henchmen, leave the two by the guard alone and get to the pharmacy. After getting the syringe, wait for the two to come up the stairs. Use the same strategy as before to kill both with the syringe. Then, go back into the nursery and kill the two henchmen near the guard using the same tactics as before—only this time, stab them with the syringe instead of using the fiberwire. Once you have taken care of four henchmen with the syringe while remaining unseen, this challenge is complete.

Playing With Balls

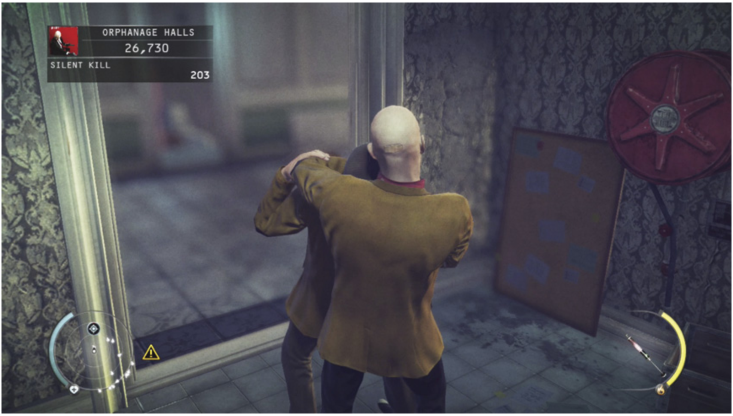


This challenge is tough to complete without being spotted, but it can be done. Locate a bin of balls in a central room located between the kitchen and the room containing the third fuse. Take cover behind the bin and watch as henchmen approach. Silently kill them and dump their bodies into the bin. Once you have hidden five bodies in the bin, the challenge is complete. If you end up in a firefight, drag bodies into this room during lulls so that you can at least complete the challenge and get the score modifier for future attempts.

Out of Fuse

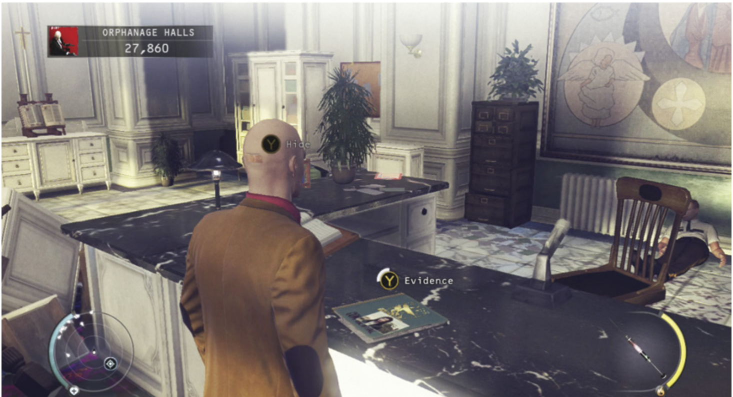
Collect all four fuses without being seen in order to earn this challenge.

Subtle Injection—Part 3



This challenge requires you to neutralize five henchmen with the syringe within two minutes. This is tough. The best place to do this is at the custodial area by the last fuse. Once you get the fuse, hide in the closet and wait for a henchmen to make his rounds through this area. He usually comes down the stairs and then heads into the chapel. As he walks past. stab him with the syringe and hide his body in the cabinet. Quickly pick up the fire extinguisher and throw it across the hall into the maintenance area. When a henchman goes to investigate, throw the syringe across the hall or just walk up behind him and stab him with it. Hide the body around the corner near the elevator. Throw the fire extinguisher back into the custodial area near the cabinet. Another henchman investigates. Kill him with the syringe, but leave the body there for now. Then, throw the fire extinguisher back into the maintenance area. Another henchman investigates. Kill him and leave the body. Finally, go into the lobby area and kill another henchmen to get your five. This is tough and takes a lot of practice and timing, but it can be done.

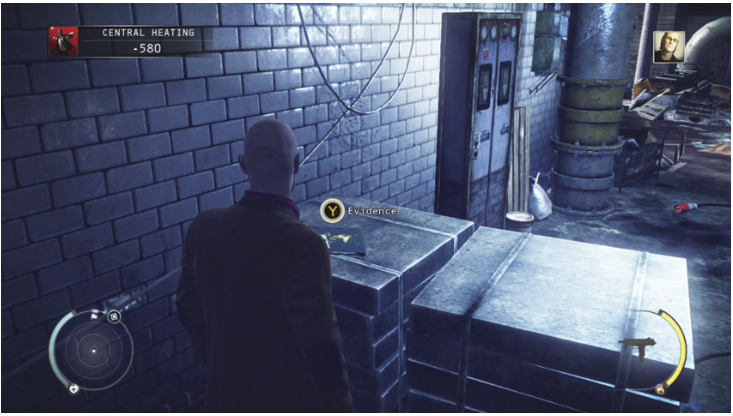
Evidence Collector (1/2)



The first piece of evidence is located on the counter in the front lobby near the fourth fuse. It is very difficult to get without killing several of the henchmen in this area, so try to complete this challenge after doing Subtle Injection—Part 3. Otherwise, throw an object into a corner to distract the henchmen, and then use up a lot of Instinct to move in and grab it without your disguise being blown.

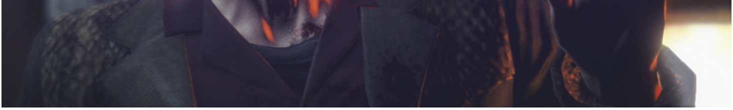
Central Heating

Evidence Collector (2/2)



The second piece of evidence is near the two henchmen in the passageway. While you could gun them down to get the evidence, it is better to stay quiet. If you need a bottle, there is one across the passageway toward the henchmen. Before moving toward it, drop any object you are already carrying. When you pick up the bottle and drop that item, it makes noise that the henchmen can hear because you are so close to them. As the henchmen are looking away from you, sneak across the passageway and get the bottle . Throw it toward where you were just hiding. As one henchman moves to investigate, kill him with the fiberwire. Then, throw a knife or syringe at the other henchman so that you can just walk up and take the evidence.

Face Off



Kill Wade without taking any damage or being spotted in order to complete this challenge.

Suit Only

Wear your suit throughout this mission. By taking cover and moving quickly through open areas, your enemies won't detect you.

Infiltrator

Get through the entire mission without being spotted.

The Mercenary

Finish this level to complete this challenge.

Mastery: Rosewood

Complete all of the challenges to earn this final challenge.

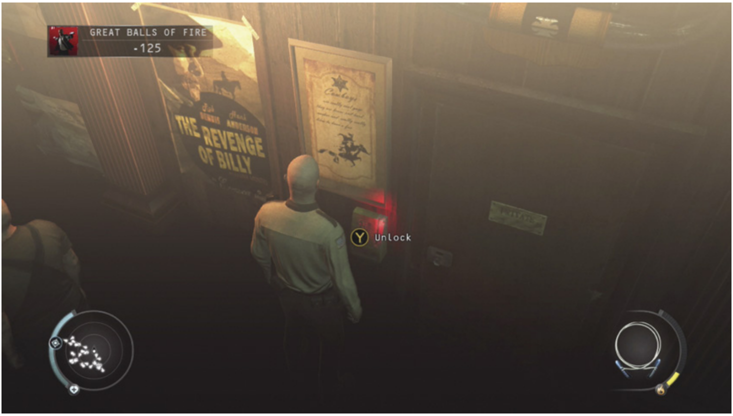
Welcome to Hope

Great Balls of Fire

Chameleon

Collect three different disguises to complete this challenge: Hope police officer, truck driver, and Hope bouncer.

Evidence Collector



The evidence is located in the office on the right side of the bar. You need a keycard to get through the locked door.

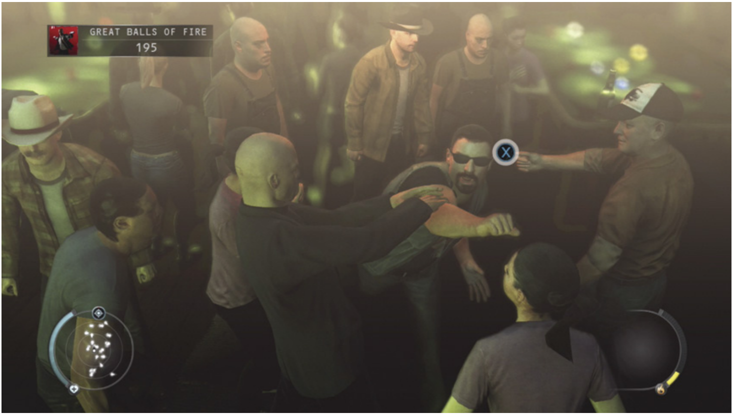
Just Passing Through

Talk to the Bartender and complete the level.

Chew the Fat

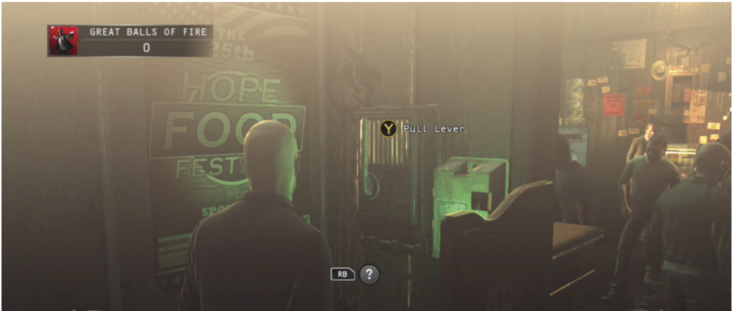
Get to the Bartender without starting a fight or rasing an alarm.

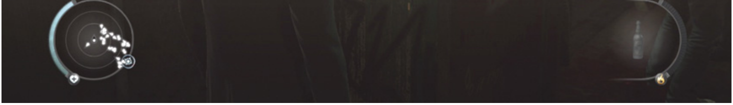
Ali



Knock out all of the bouncers in the bar to complete this challenge. This is easy to do once there is a brawl going on in the bar.

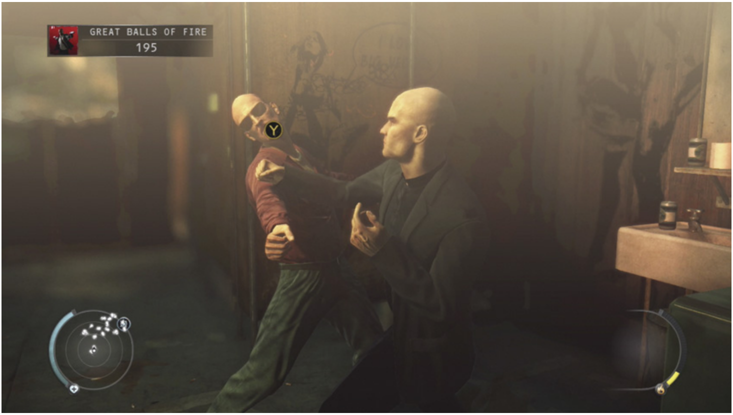
Clear the Air





To complete this challenge, turn off the jukebox and avoid getting into a fight during this mission.

Duck and Cover



Avoid taking a single hit during the bar fight in order to earn this challenge. The best way to do this is to avoid getting into any fights at all. Otherwise, be sure to press all of the correct keys with the right timing to avoid being hit.

Suit Only

Start a bar fight—then it does not matter what you wear.

Infiltrator

Get through the entire mission without being spotted.

Mastery: Great Balls of Fire

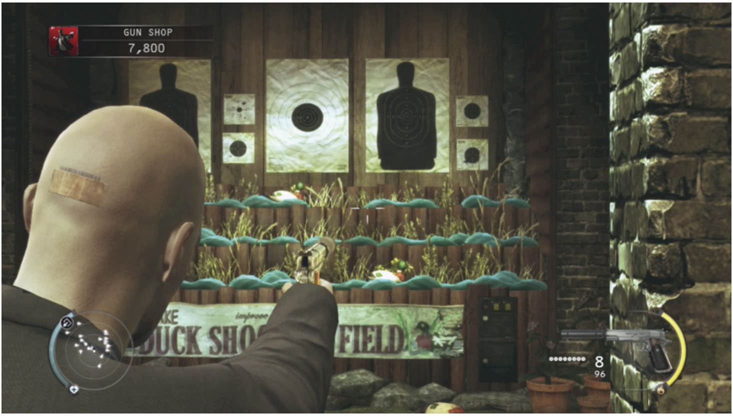
Complete all of the other challenges to earn this final challenge.

Birdie's Gift

Video is restricted

Gun Shop

Duck Hunting



You can shoot at the target ducks while the police officer is doing the same. Hit 10 ducks in 30 seconds to complete this challenge.

Choosing Weapons

Retrieve the Silverballers and leave the shop in order to complete this challenge.

It Wouldn’t be Stealing

Get the Silverballers without entering the shooting contest or killing anyone to complete this challenge.

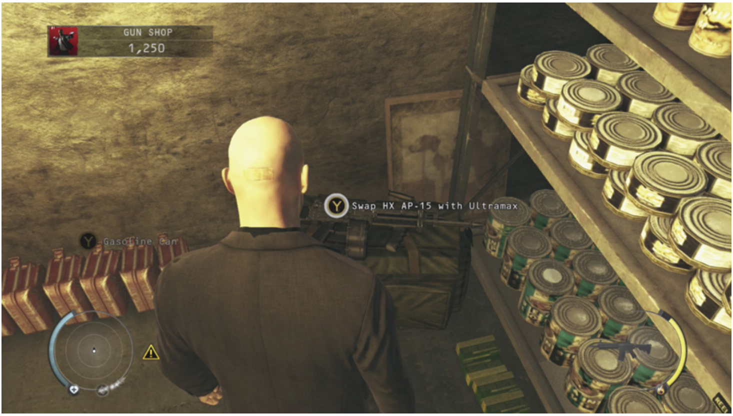
Depends on the Girl

Even if you don’t win the shooting contest, you get this challenge just for trying.

Bullseye

Win the shooting contest to complete this challenge.

Ultramax



In order to complete this challenge, use the Ultramax machine gun you can find in the bunker to compete in the shooting contest.

Assassin's Signature

Score 674 points in the shooting contest to earn this challenge.

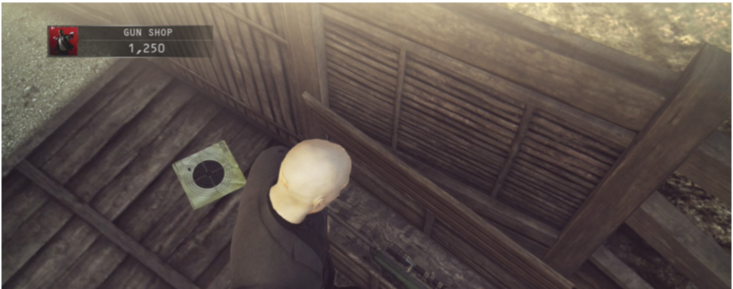
Up Your Arsenal—Part 1

In order to earn this challenge, you need to win the shooting contest once while using a handgun and once while using a submachine gun.

Up Your Arsenal—Part 2

Complete this challenge by winning the shooting contest once while using a rifle and once while using a machine gun.

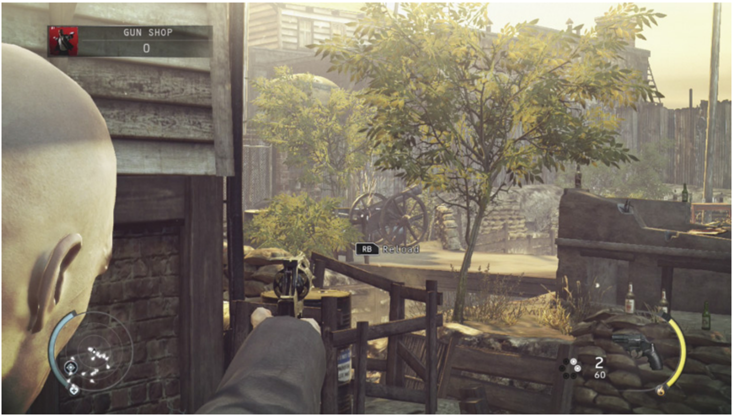
Up Your Arsenal—Part 3



Y Kazo TRG
Sniper Rifle Ammunition +35

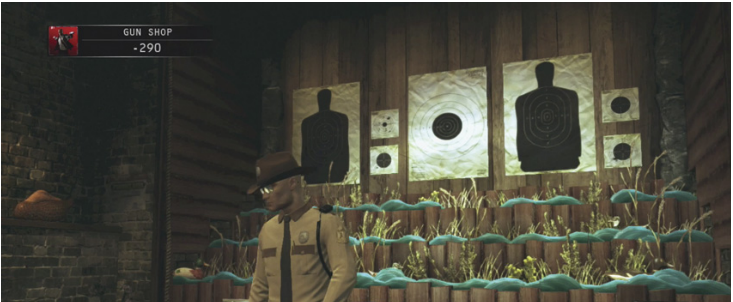
Win the shooting contest while using a shotgun, and then again while using a sniper rifle. The sniper rifle is at the back of the shooting range down in a trench. To get a shotgun, sneak into the owner's office and throw an object (such as a metal pipe) to lure the guard inside. While he is looking at the pipe, sneak up behind him and subdue him. Hide the body, and then pick up the guard's shotgun.

Shiver Me Timbers



With the sniper rifle or another weapon, aim for the fuse of the cannon along the left side of the shooting range and fire. Hitting the fuse lights it and fires the cannon, thus completing this challenge.

Chameleon



improve your skills
OOTERS FIELD

There is only one disguise you can get in this level, the Hope police officer disguise, and it does not do much for you. It does not allow you to go into restricted areas. This is a tough disguise to get, but it is easier if you already have the Silverballers. Pick up a metal pipe and stand just outside of the doorway which leads into the duck shooting room. Throw the pipe toward the far wall inside the shooting area of the duck range. As one of the officers goes into the range to check it out, fiberwire the one by the counter and pull the body next to the counter. Next, move in behind the other officer and use the fiberwire again. If you already have your silenced pistols, distract the officers with the metal pipe, and then take two silent headshots. Hide the bodies behind the counter in the range area. Once you are wearing the disguise, be careful inside the gun store since there are two other officers there that can eventually see through your disguise.

Infiltrator

Get through the entire mission without being spotted.

Suit Only

This is an easy mission to complete while wearing your suit.

Mastery: The Gun Shop

Complete all of the challenges in order to get this final challenge.

Shaving Lenny

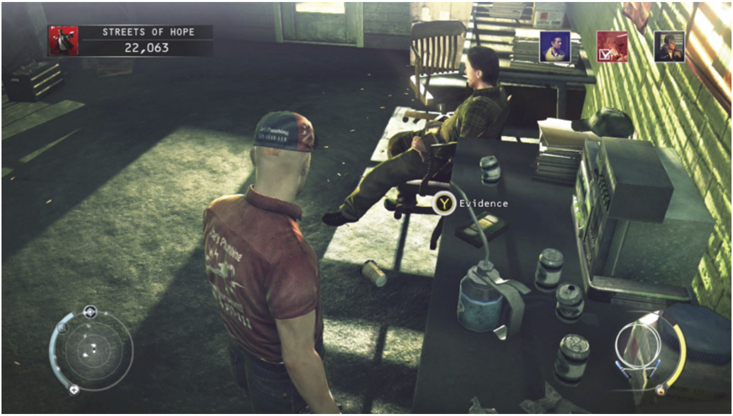
Video is restricted

Streets of Hope

Chameleon

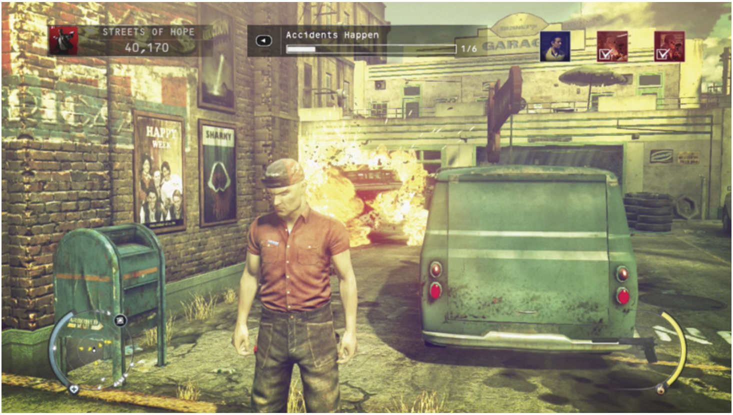
There are four disguises that you must use in order to complete this challenge: Hope police officer, plumber, mechanic, and barber.

Evidence Collector (1/2)



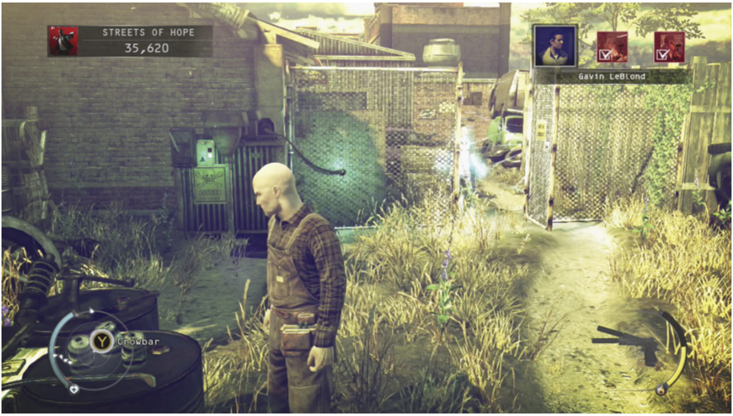
The evidence is located on a desk in the upstairs area of the repair shop. Wait until the police officer is not near the desk before taking it.

Pump it Up



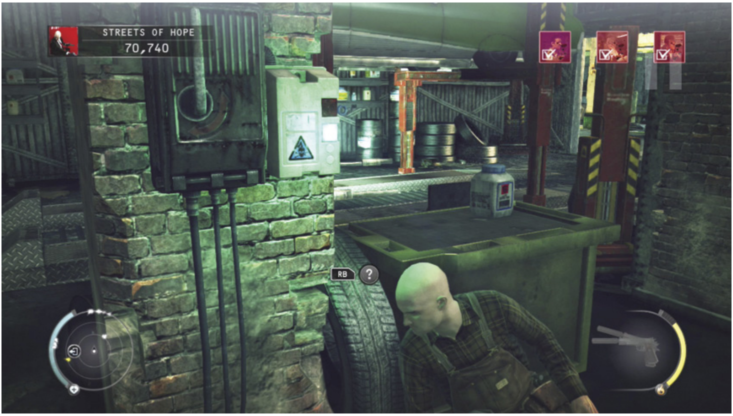
Eliminate one of Lenny's gang by blowing up the gas pump without being detected. Pour out gasoline from the gas pump, and then fire at the pool of gas to ignite it.

Shocking



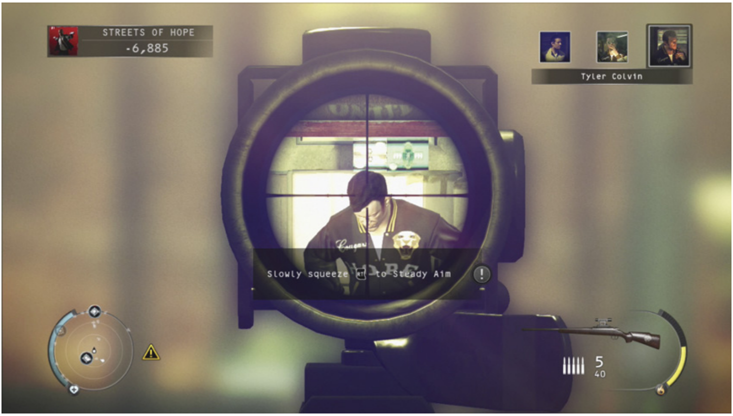
Electrocute one of Lenny's gang members to complete this challenge. This can be done at the chain-link fence near the back door to the barbershop building.

Get the Mechanic



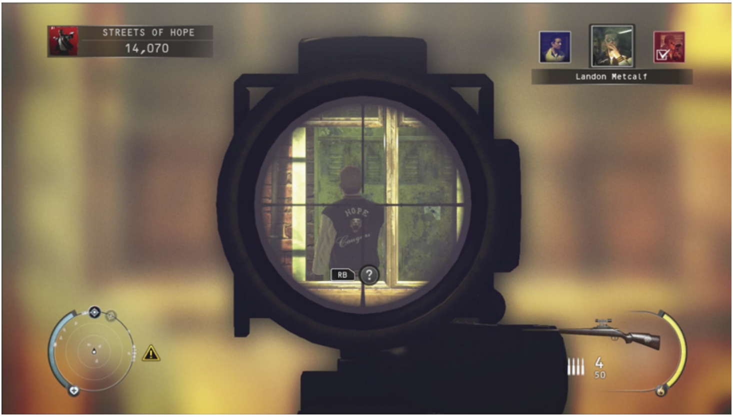
Sneak into the repair shop and make your way to the storage room in the upstairs hallway where a checkpoint is located. From there, continue down the hall and go down some steps into a garage where a car is up on a lift. There is a mechanic and a police officer near the large entrance into the alley, so be careful even if you are wearing a disguise. Stay low and sneak over to the controls near the opposite entrance. Wait until one of Lenny's gang members walks in and takes a look under the car. Once he does, pull the lever of the lift controls and drop the car on him. Stay put until the excitement dies down, and then continue on to kill the other gang members.

Safety Distance—Part 1



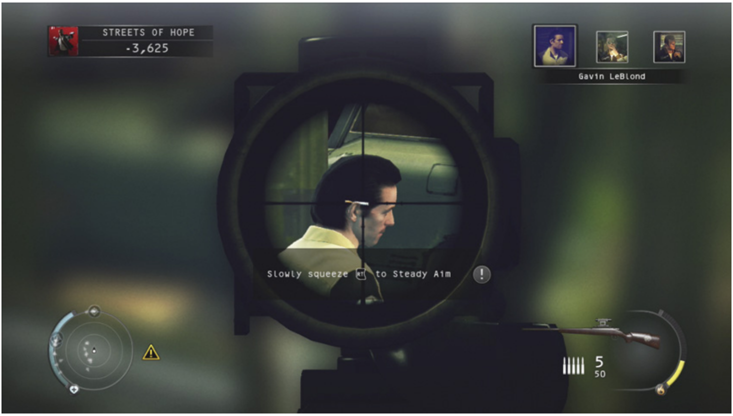
These three related challenges have to be completed in order because each is unlocked by completing the previous one. All three require the sniper rifle in the upstairs apartment above the doughnut shop. There is a guard at the stairs, so get a bottle and throw it up the stairs. When the guard goes up to look, garrote him with the fiberwire and hide the body in the cabinet at the top of the stairs. Enter the room and pick up the sniper rifle and some ammo. Save your progress at the checkpoint. Hide the rifle on your person, and then make your way to the repair shop and get the plumber's disguise. Walk through the upstairs room and out onto the balcony. Wait until Tyler goes into his room above the convenience store, and then take cover along one of the low walls on the balcony. Kill him with a well-aimed headshot as he is leaning out the window. Then, quickly hide the rifle and get away from the balcony.

Safety Distance—Part 2



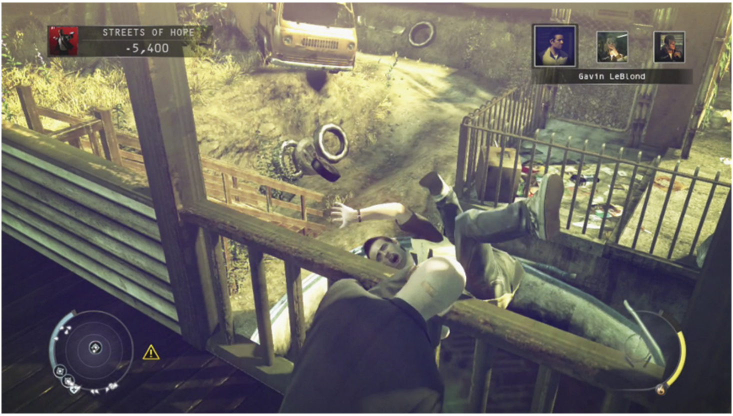
Make your way to the convenience store. Use the radio or a bottle to distract the clerk so that you can walk behind the counter and get up the stairs without being seen. In the upstairs room are some goodies such as explosives and guns which can be used for other methods of killing your targets. Take up a position near the window on the left. From here, you have an excellent view of the repair shop. Wait until Landon moves out onto the balcony and stops to talk on his phone. Then, take your shot. Since there is a police officer on the sidewalk directly below your position, quickly get into the nearby cabinet and hide out. If Tyler's body is in the room, hide it before taking the shot so that there is nothing to arouse suspicion. If you need a police disguise, this is a great opportunity to get one.

Safety Distance—Part 3



For the final Safety Distance kill, take the sniper rifle to the upstairs room over the doughnut shop. Look out of the window on the right toward the scrap yard. Wait until Gavin stops on the porch and stands still. Then, take your shot. Quickly get into the cabinet at the top of the stairs since there are police officers downstairs that come to investigate the gunshot. Stay hidden until the coast is clear, and then continue with your objectives.

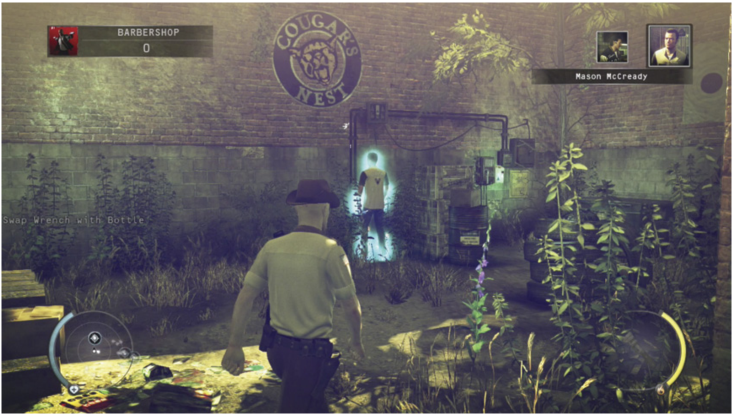
Oil is Thicker than Blood



This is one challenge that you cannot complete while staying stealthy. You have to drag the bodies of the three gang members onto the porch at the entrance to the scrap yard, and then dump their bodies into the pool of oil below by pushing them over the railing. You will have to clear out a lot of people for this playthrough—dragging a body through town tends to arouse a lot of suspicion.

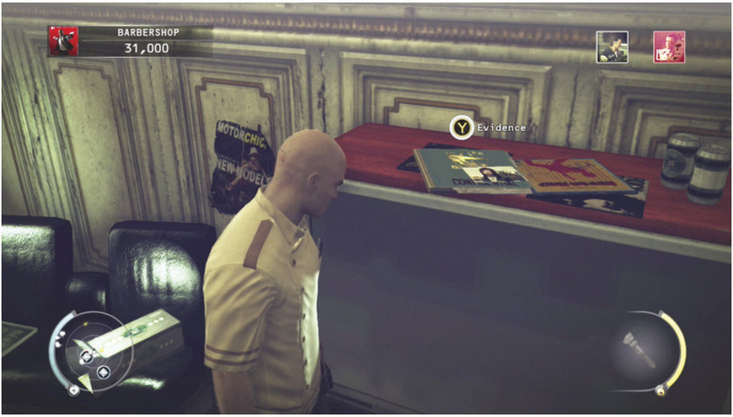
Barbershop

Gotta Go



Eliminate Mason while he is urinating by sabotaging an electrical box without being detected to complete this challenge.

Evidence Collector (2/2)

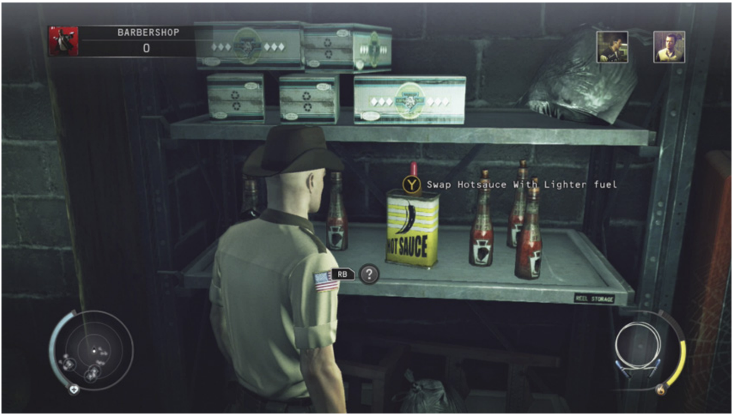


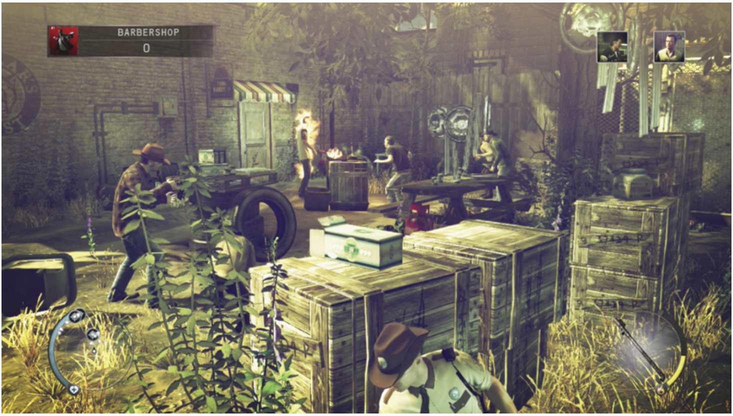
The second piece of evidence is in the main room behind the barber shop where a bunch of Lenny's goons are watching television. Sabotage the power to the television at the electrical box in the basement. Then, when the police officer is lured down into the basement, move to the television and get the evidence.

Kill Me I’m the Cook

Kill Luke by turning on the gas and igniting it without being detected to complete this challenge.

Well Done





In order to complete this challenge, don’t create the electrical trap in the yard. Instead, get the barber disguise and head into the storage room to find some lighter fluid. Pick it up and take it down to the basement. Swap it out with the hot sauce. Mason comes to get more hot sauce and takes the lighter fluid instead. As soon as he applies it to the meat on the grill, he barbecues himself.

Accidents Happen

Complete all five challenges that make the deaths of the gang members look like accidents: Get the Mechanic, Kill Me I'm the Cook, Pump It Up, Shocking, Gotta Go, and Well Done.

Infiltrator

Get through the entire mission without being spotted.

Suit Only

This is a tough level for this challenge. You will have to neutralize some enemies or use creative distractions in order to get around without being seen.

Shave and a Haircut

Compete this challenge by subduing Lenny while wearing the barber disguise.

The Weakest Link

Complete this level to finish this challenge.

Mastery: Streets of Hope

Complete all of the other challenges to get this final challenge.

Dexter Industries

Video is restricted

Dead End

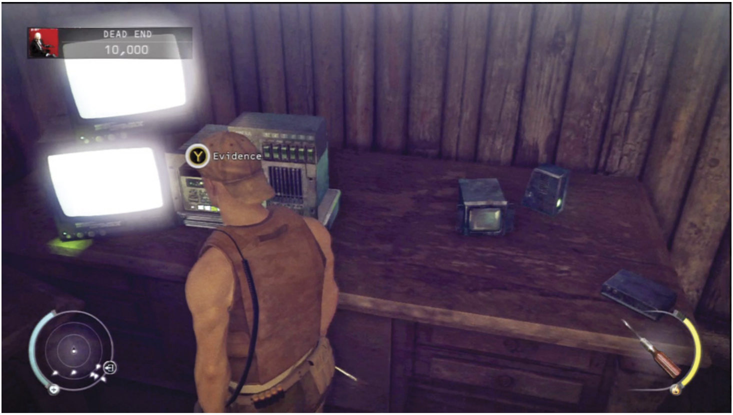
Chameleon

To complete this challenge, you need to use four different disguises: factory guard, truck driver, arms dealer, and chipmunk.

Packing Heat (1/2)

Access the first weapon stash located near the first guard shack to complete the first half of this challenge. You need a keycard to get in.

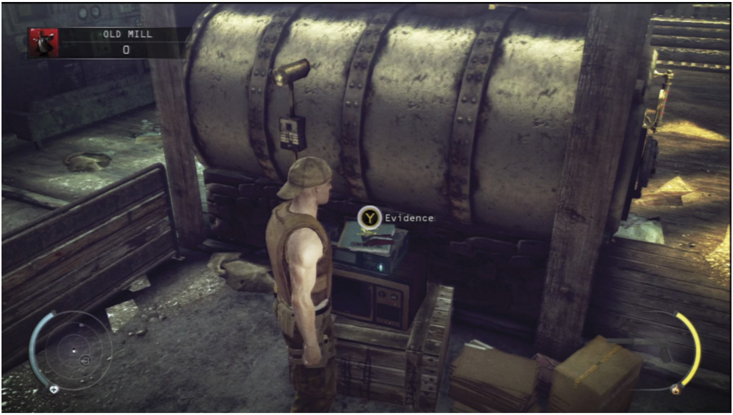
Evidence Collector (1/4)



This first piece of evidence is at the far end of the large shed that contains the entrance to the old mill.

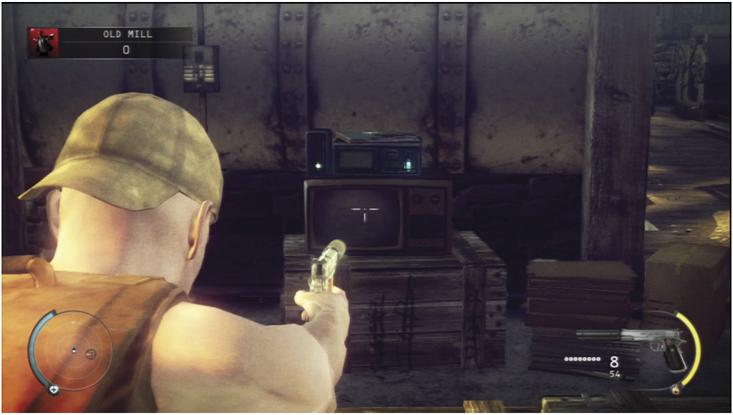
Old Mill

Evidence Collector (2/4)



The second piece of evidence is located on top of the television. Be sure to pick it up.

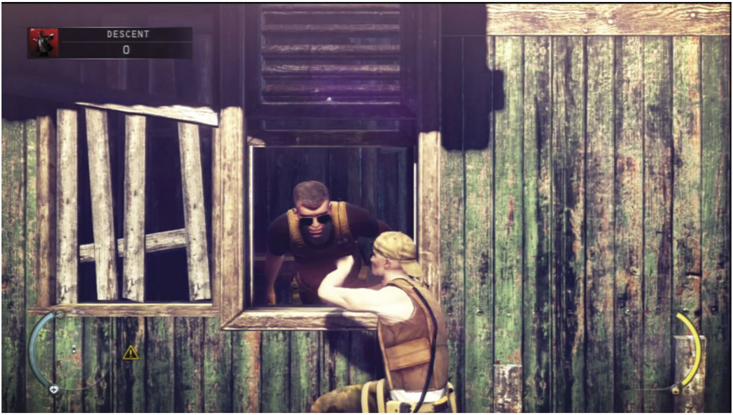
Sore Loser



In order to complete this challenge, you need to neutralize one of the guards playing the video game, take his uniform, and then shoot the television without being spotted.

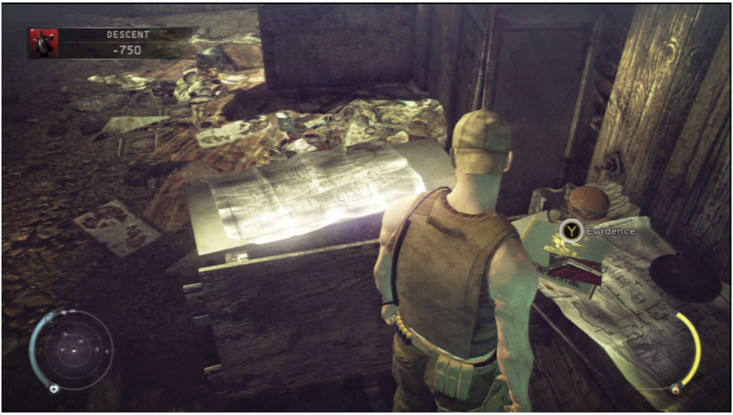
Descent

Cliffhanger



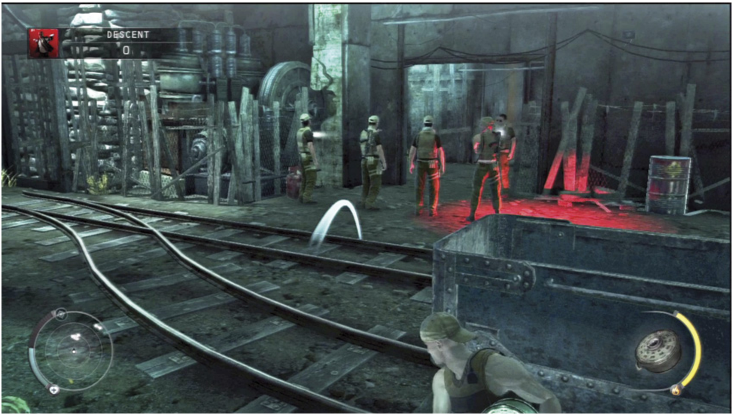
Complete this challenge by pushing or pulling two guards over the side of the cliff.

Evidence Collector (3/4)



The third piece of evidence is located on a table inside the second shack you can enter from the wooden platforms along the side of the cliff.

New Toys



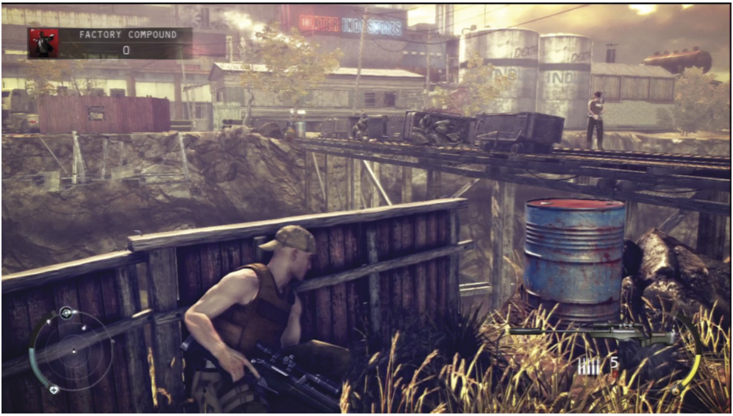
Eliminate 5 guards in this area with proximity mines in order to complete this challenge.

Factory Compound

Under The Bridge—Part 1

Eliminate one of the guards on the bridge so that he falls off of the bridge. This is an easy challenge to complete during your first playthrough.

Under the Bridge—Part 2

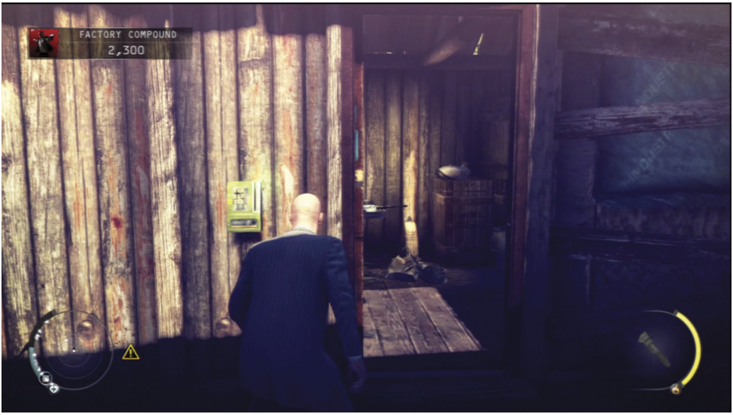


Eliminate three guards on the bridge so that they fall off of the bridge. You will need to play through this section of the level a second time to complete this challenge since it is not unlocked until the first is completed. Rather than going up the stairs to the observation post, move to the left side of the tracks and kill any guards on the right side of the bridge. Then, move to the observation post to kill the guards on the left side of the bridge. You have to be patient since they may move around once you start shooting.

Under the Bridge—Part 3

Eliminate three guards on the bridge within 15 seconds. This must be attempted after completing the second part of this challenge during a third playthrough. You don't have to worry about the bodies falling over the side, just kill three guards quickly to complete this challenge.

Packing Heat (2/2)

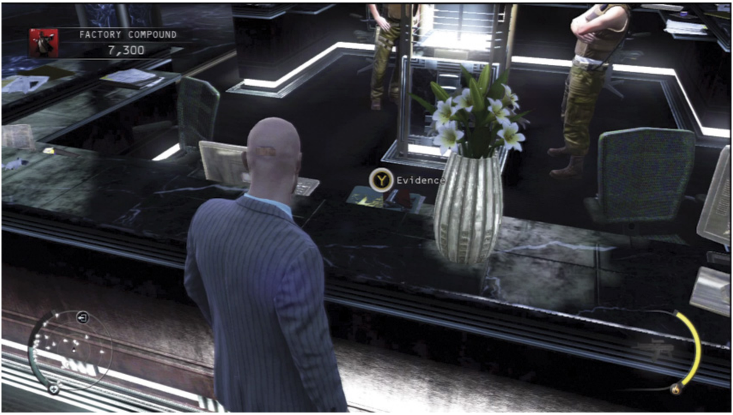


Use the keycard to get into another weapon stash and claim the chipmunk costume. It is located on the left side of the compound near the kennels.

Infiltrator

Get through the entire mission without being spotted.

Evidence Collector (4/4)



The final piece of evidence is on the front counter in the main lobby of Dexter Industries.

Infiltration

Gain access to Dexter Industries (finish the level) in order to complete this challenge.

Seal the Deal

Finish the level while wearing the arms dealer disguise without being spotted to complete this challenge.

Suit Only

The first three parts of this level are not that tough to get through while wearing only your suit, but the Factory Compound section is difficult. Clear the bridge with the sniper rifle and go through the ventilation shaft to get under the canteen. Continue through the brick building, and then move across to the right of the guard shack. Sabotage the power. When the guard comes out to investigate, climb through the window and exit through the window on the opposite side. Stay near the walls of the buildings as you make your way to the main entrance. Get to a position where you can see both guards at the entrance, and then use point shooting to kill them in quick succession. Rush into the entrance, past the bodies, and stay low. As you enter the lobby, take cover behind the displays. You can get proximity mines from some of the displays if necessary. Move to the right side of the lobby so that you can get into the side room. There is a guard in there. You can subdue him and hide the body. Work your way around to the elevator. When the door opens, subdue the guard and ride the elevator to the next level.

Mastery: Dexter Industries

Complete all challenges to get this final challenge.

Death Factory

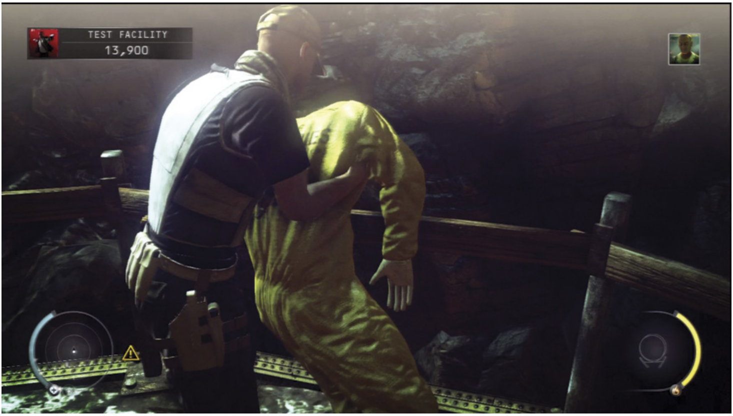
Video is restricted

Test Facility

Chameleon

In order to complete this challenge, you need to acquire three different disguises: factory guard, scientist, and researcher. You can get the first two in the first area.

Reap What You Sow—Part 1

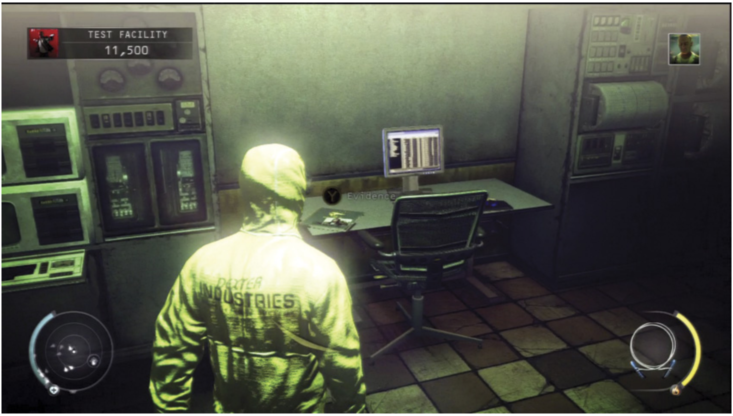


Throw a scientist over the railing and into the smelly, bloody pit of pig carcasses.

Reap What You Sow—Part 2

Throw 5 more scientists over the railing and into the smelly, bloody pit of pig carcasses. To do this, you need to kill or subdue several scientists (as well as guards to avoid being caught). You can dump the guards' bodies into the bloody mess as well.

Evidence Collector (1/3)

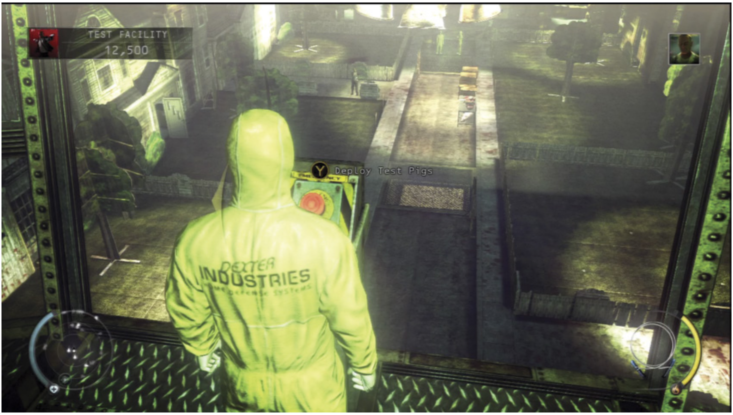


To get the evidence here, you need to get to the top floor of the control area. A scientist disguise works well. Walk past people to take it off of the desk to the right of the glass control area. If you wait and time it, all of the scientists will be looking away from you so that you don't have to use much, if any, Instinct.

The Common Good

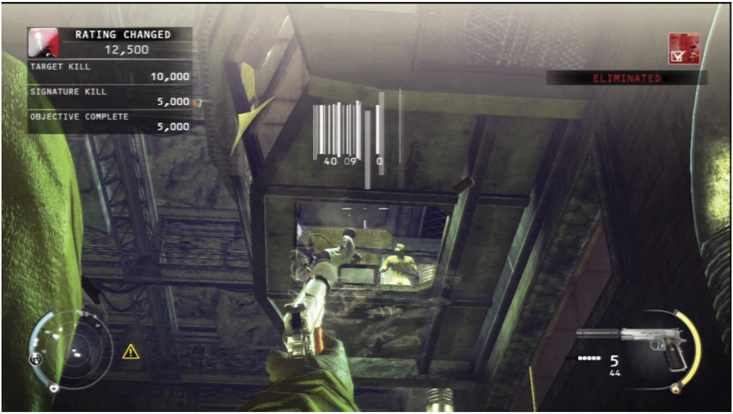
Kill Dr. Green by arming his invisible mine.

Good Test Results



Another way to kill Dr. Green is to wait until he goes down to the ground floor of the test facility. This is easiest if you can subdue the scientist in the glass control area in front of the control room. Otherwise, stay behind some cover while in disguise. Then, when Dr. Green walks out onto the grass area, move in and push the button to activate the minefield and blow up Dr. Green. Get away quickly before the scientist sees through your disguise. If necessary, hide in a cabinet or container until suspicion decreases.

The Abyss Gazes Back



The final unique way to kill Dr. Green is to wait until he is in the control area. The floor of this spot is made of glass. Shoot out the glass under his feet and he falls down to his death. This is easier if you clear out most of the people in the control room ahead of time. Subdue them and hide their bodies. Then fire both Silverballers at the glass from behind cover. It takes several shots to break the glass and send him down to his death. Another way to do this is to subdue the guard at the door where the explosives are located on the ground floor and then shoot up at the glass floor from this location.

Scientific Thoroughness

Complete The Common Good, Good Test Results, and The Abyss Gazes Back to get this challenge.

Suit Only

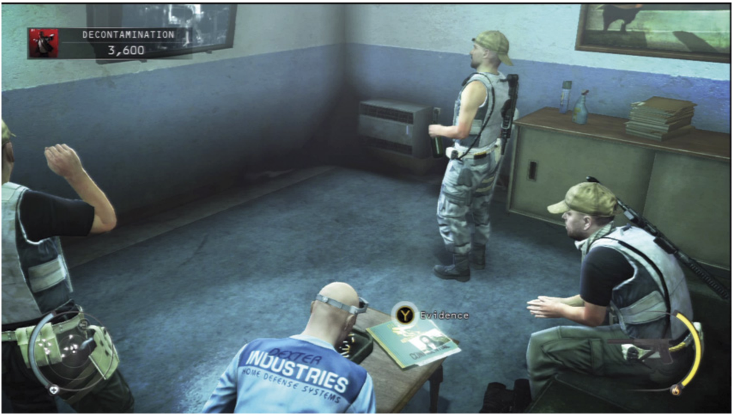
You can complete this level in your suit by simply staying behind cover. You can even get across the catwalk if you stay low and use cover. Kill Dr. Green with the mine since it allows you to set a trap and get away.

Decontamination

Happy Birthday

Complete this challenge by jumping out of the cake and shooting all of the guards, but leaving Carl alive.

Evidence Collector (2/3)



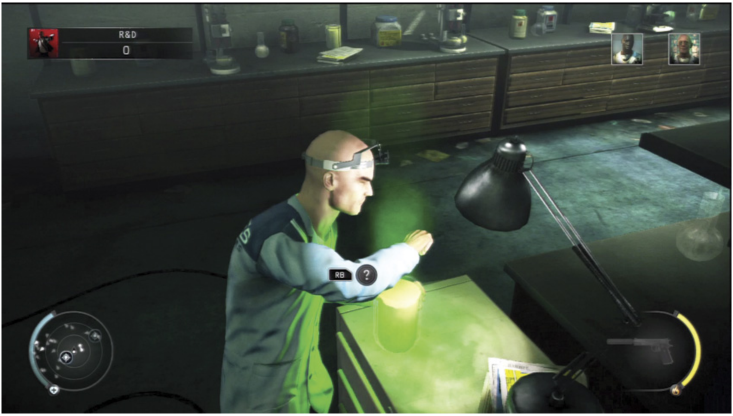
This second piece of evidence is located in the guard room attached to the showers. It is on a table by the couch and is difficult to get without a disguise.

R&D

In the Right Space

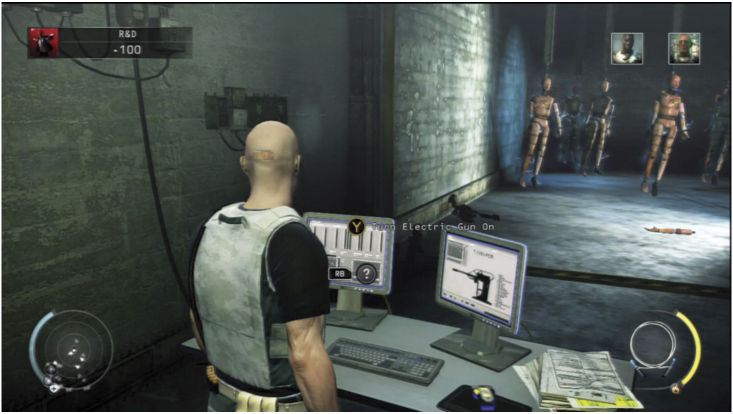
In order to complete this achievement, eliminate Dr. Valentine in the bomb chamber.

Eureka



During a second playthrough, walk down the catwalk to the second chemical lab, which is empty. Locate the fire paste in the far right corner. Pick it up, and then walk across the room and up the stairs into the other chemical lab. Add the fire paste to the beaker filled with a green liquid so it turns a reddish orange. When Dr. Valentine tests it out, he will die.

The Shock Doctrine



This is the most involved of the three methods of killing Dr. Valentine. From the start, walk down to the first door—the conference room. Look through the glass of the door and wait for a researcher to move to the left. Then, open the door and walk through to a door on the left, which leads to a stairwell. Descend the stairs to the bottom where a guard is standing with his back to you. Subdue him and pull the body partially up the steps. There is nowhere to hide it here. Take the disguise so that you can walk around the lab without worrying about the researchers. Enter the lab and go down some steps on the left side to reach the records room. On a counter in the center of the room, use a recorder to play Dr. Ashford's log and hear about his project. Then, continue to the far side of the room to pick up the safety code. Return to the weapon chamber and use the code to deactivate the electric gun at the computer terminal. Move away from the computer and wait for Dr. Valentine to arrive. He looks at the gun and computer, and then moves into the target area to examine the test dummies. This is your chance to move back to the computer, activate the electric gun, and kill the doctor. Next, head back to get your researcher disguise, and then make your way down to the records room to save your progress at the checkpoint before continuing down the catwalk.

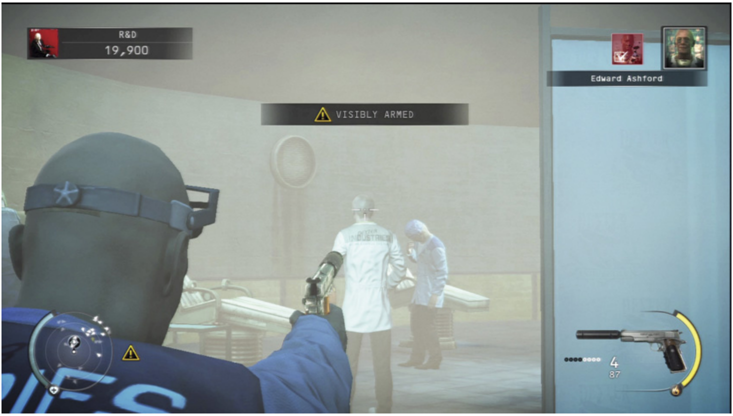
Doctor in the House

Complete the following challenges to earn this challenge: In the Right Space, The Shock Doctrine, and Eureka!

Strap Him In

Complete this challenge by killing Dr. Ashford with the robot.

Unseen

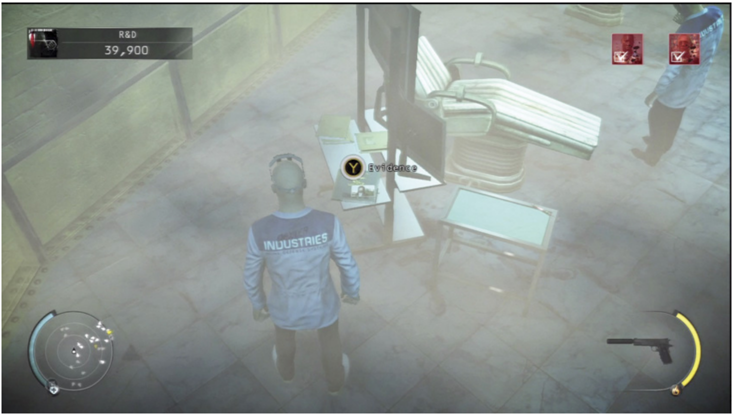


The second way to kill Dr. Ashford is to wait by the valve until he comes to the examination area right next to you. Then, turn the valve to make a smoke screen. Move from behind the partition and kill the doctor with a single silent headshot from one of your Silverballers.

Experimenting

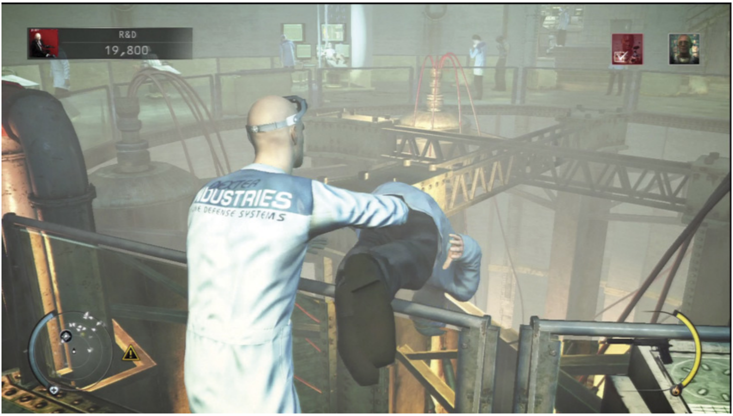
Complete Strap Him In and Unseen in order to earn this challenge.

Evidence Collector (3/3)



The last piece of evidence is located in the examination area to the left of the spot where you hide near the valve. Use the smoke screen to sneak into the the examination area and get the evidence without being seen.

Research and Hidings



Subdue seven researchers and hide their bodies to complete this challenge. While you can complete some of this in the labs, it is easier to do down at the bottom of the silo. Use the smoke screen to cover you as you subdue one researcher at a time and dump their bodies over the railing to hide them.

Infiltrator

Get through the entire mission without being spotted.

Ground Zero

Locate and destroy the research, finishing the level, to complete this challenge.

Mastery: Death Factory

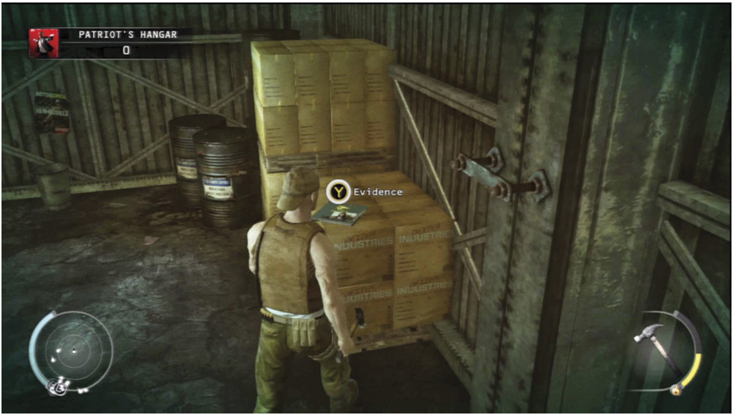
Complete all of the other challenges to earn this final challenge.

Fight Night

Video is restricted

Patriot’s Hangar

Evidence Collector (1/2)

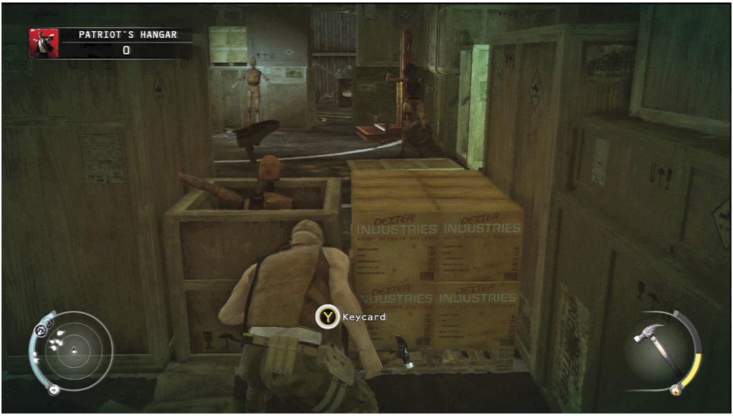


The first piece of evidence is located on a crate in the far right corner of the hangar under the watchful eye of a guard.

Chameleon

Complete this challenge by collecting three different disguises: factory guard, entourage, and the Patriot.

Lost and Found



Find the guard's missing keycard to complete this challenge. It is between crates behind the generator.

A Real Patriot

In order to complete this challenge, take the Patriot's costume and hide him without being seen.

Suit Only

If you are going for the Suit Only challenge, you do not need to subdue any of the guards. Just distract the one in the corner so you can get the evidence and explosive. Then sneak away. Get the keycard and then make your way back to the fenced area without being seen.

The Arena

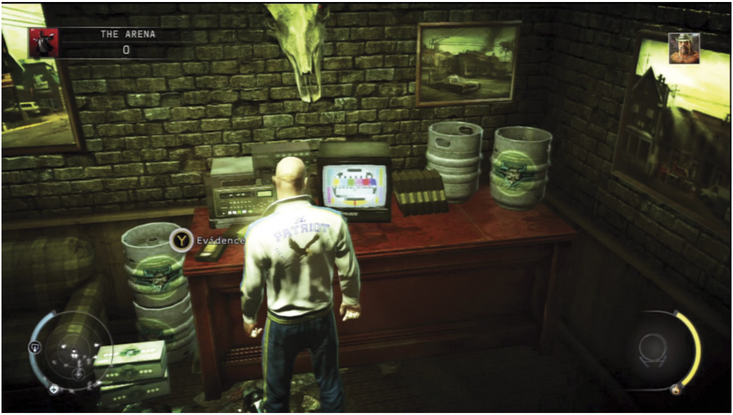
Blood Sport

Just walk into the ring with Sanchez and start the fight to complete this challenge.

Untouchable

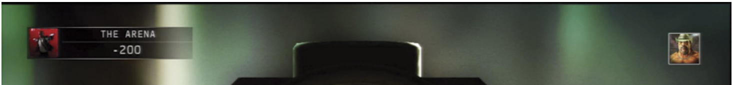
In order to complete this challenge, defeat Sanchez while disguised as the Patriot without taking a single hit from Sanchez.

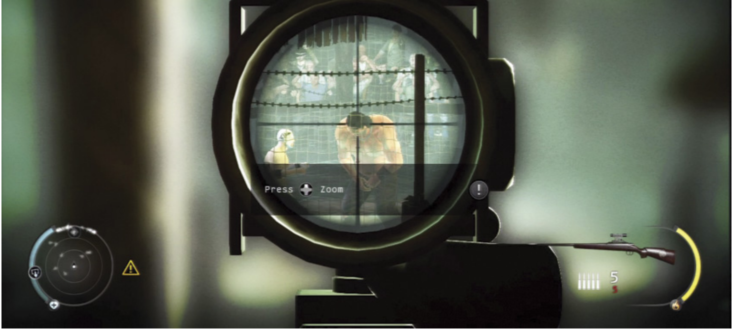
Evidence Collector (2/2)



The second piece of evidence is on a counter in the VIP box.

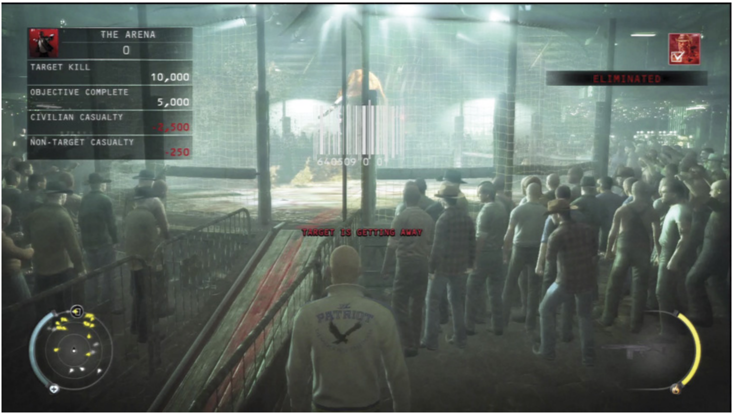
Wing Man





If you picked up the sniper rifle, hide it on your person and then make your way back to the stairs. Instead of going back down, continue along the walkway toward a locked door at the end with a couple guards next to it. Pick up a wrench along the way. Then, you can either wait for one of the guards to leave, or you can open the locked door and throw a wrench inside. This distracts one of the guards who goes into the room. Wait until the other guards is not looking, and then move into the room and subdue the guard. Hide the body. Move out and subdue the second guard and drag his body into the room to hide it in the cabinet. Now that the two guards are taken care of, you can pull out the sniper rifle. Aim through the open window. Take aim at Sanchez. However, wait until the Patriot hits him ,and then shoot Sanchez so it looks like he goes down as a result of the Patriot's hit. The target is dead and it appeared to be an accident.

My Enemy



THE ARENA
0

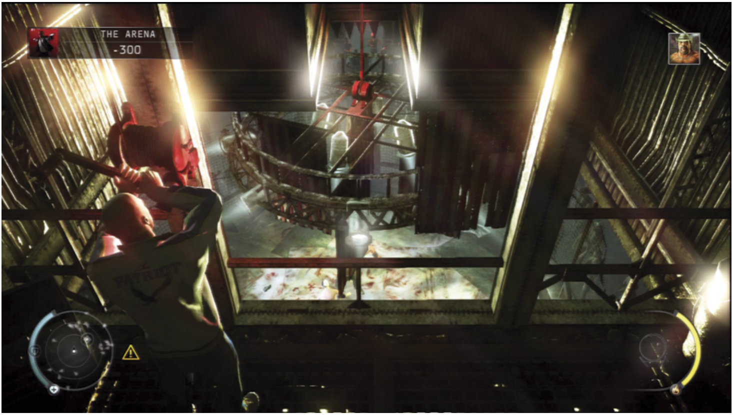
TARGET KILL	10,000
OBJECTIVE COMPLETE	5,000
CIVILIAN CASUALTY	-2,500
NON-TARGET CASUALTY	-250

On the other hand, if you decided to use explosives, backtrack down to the arena floor. Move away from the bar so that you have a clear line of sight through an open door to the ring. Throw the C4 into the ring and begin walking away. It is timed and explodes on its own after several seconds. It is important to throw the explosives quickly since you appear suspicious when holding them. After the C4 detonates, Sanchez is killed.

Suit Only

When going for this challenge, be sure to pick up the remote-controlled explosive from the hangar near the evidence. Use the same tactic as the C4 for throwing the explosive into the ring. Then you can detonate it whenever you want. While in your suit, you can blend in with the crowd.

Light Rig



This last way to kill Sanchez is a bit tougher to execute. When you get to the top of the stairs, pick up a wrench and go through the locked door on the left. You need a keycard to unlock it. Move through the door and slowly up the stairs. You are now in a restricted area, so you have to use stealth. As you climb the stairs, wait until the two guards at the top finish their conversation and one moves away. Then, throw the wrench into the right side of the room at the top of the stairs to lure a guard in that direction. Sneak up behind him and subdue him. Leave the body since there is nowhere to hide it. Pick up the wrench and move along the narrow corridor. The second guard is up ahead. Throw the wrench past him into the corridor. When he moves to look at it, come up behind him and subdue him. There is a red lever next to where the second guard was standing. Pull on the lever to release the light rig that is hanging over the ring. It comes crashing down, killing Sanchez in the process, and completes this challenge.

Technical Knockout

Complete Untouchable, Light Rig, Wing Man, and My Enemy in order to get this challenge.

Infiltrator

Get through the entire mission without being spotted.

How the Mighty Fall

Eliminate Sanchez and exit the arena in order to complete this challenge.

Mastery: Fight Night

Complete all of the challenges to get this final challenge.

Attack of the Saints

Video is restricted

Parking

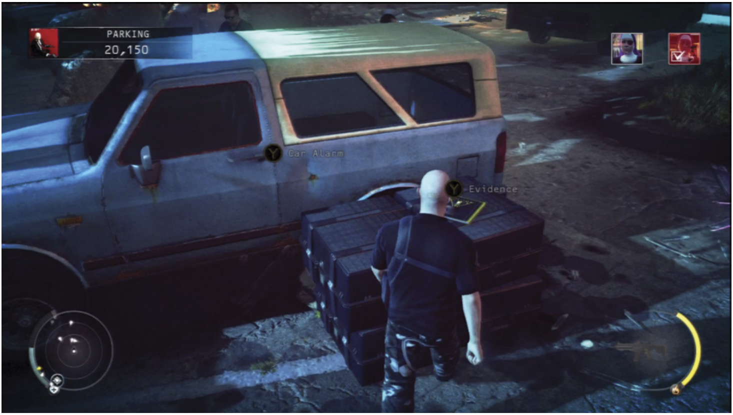
Chameleon

In order to complete this challenge, you need to acquire three disguises: black suit, Agency soldier, and scarecrow.

Intervene (1/2)

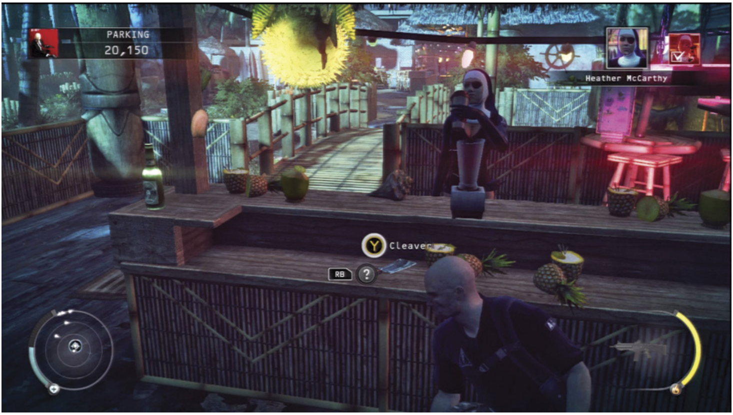
Save the civilian from being executed by the soldier to complete the first half of this challenge. There is another civilian to save later.

Evidence Collector (1/3)



The first piece of evidence is next to the blue truck in the middle of the parking lot. There are a lot of soldiers around, so use timing or distractions to get it.

Black Widower



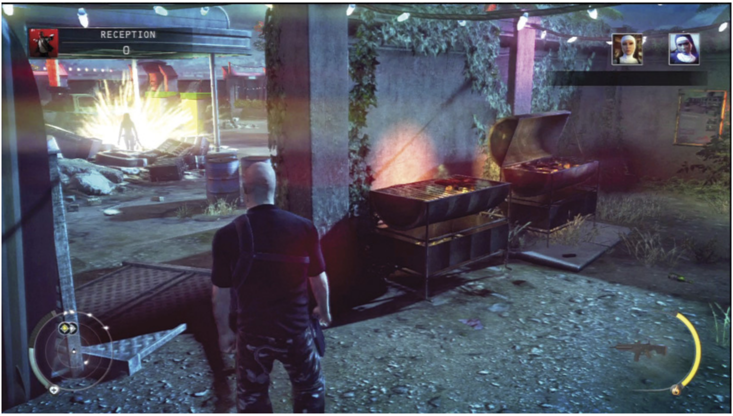
Kill one of the Saints with poison to complete this challenge.

Reception

Intervene (2/2)

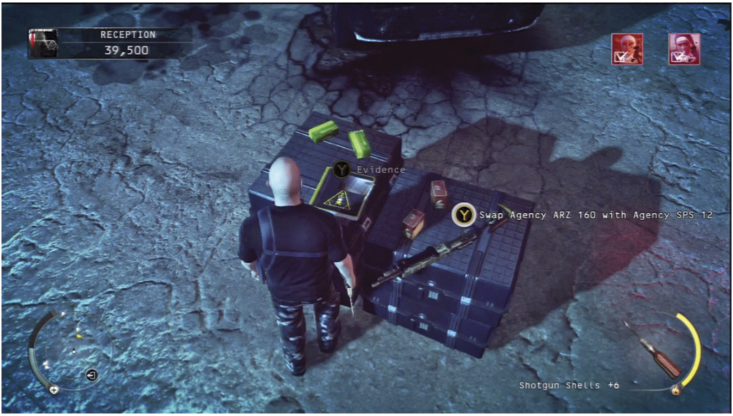
You have to move quickly upon entering the reception area in order to save the civilian from being killed by a soldier. Lure the soldier into the barbecue area so that you can kill him and hide the body without being seen.

Angel of Death—Part 1



In order to complete this challenge, eliminate two Saints with explosions. The gas station near the reception building is a great opportunity to accomplish this.

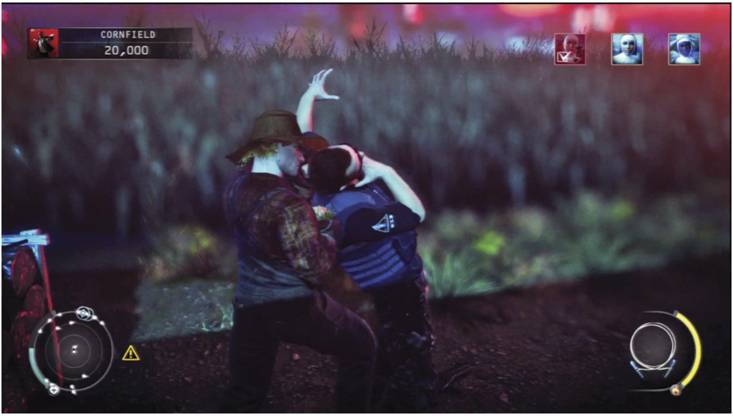
Evidence Collector (2/3)



The second piece of evidence is located on a crate in the center of the road. There are several soldiers patrolling this area, so thin them out to make it easier to get the goods.

Cornfield

Scarecrow



Eliminate 10 Agency soldiers while you are dressed as the scarecrow without being spotted.

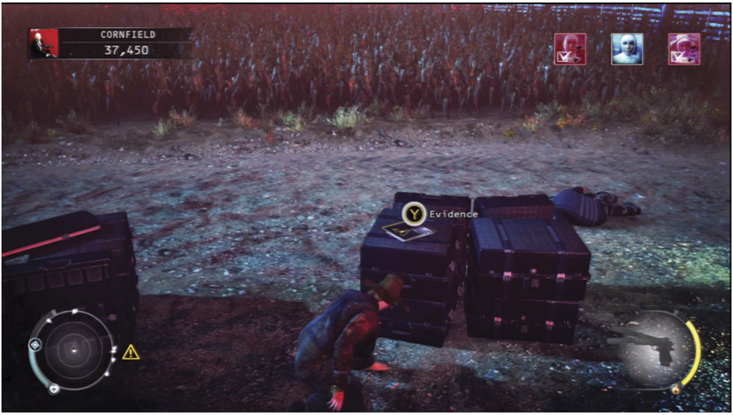
Electro Cute

Kill one of the Saints by electrocution in order to complete this challenge.

Skirt Chaser

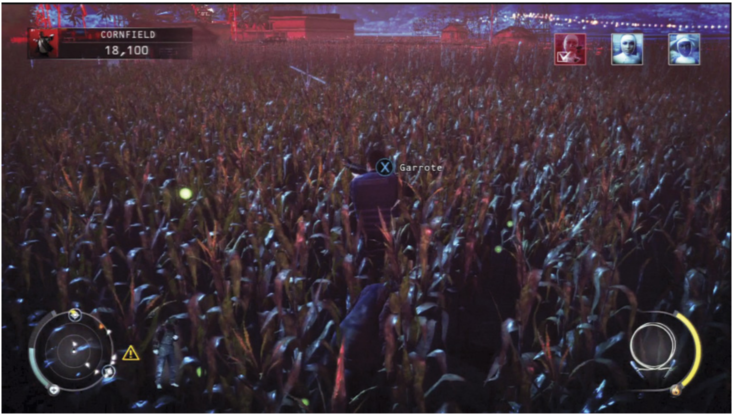
Complete both Black Widower and Electro Cute to get this challenge.

Evidence Collector (3/3)



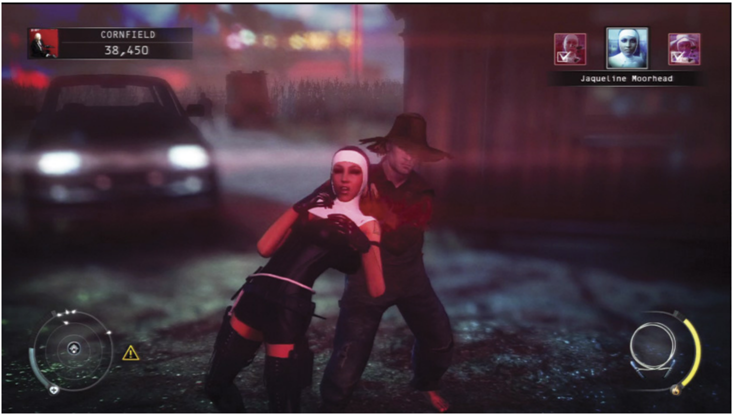
The last piece of evidence is on some containers near the trailer and vehicles at the end of the dirt road. Distract the soldiers in this area, luring them into the cornfield to kill them, and then move in to get the evidence.

Angel of Death—Part 2



During a second playthrough of this level, you can complete this challenge by eliminating all Agency soldiers and Saints without being seen. Use a lot of distractions so that you can sneak up on enemies and kill them without being spotted. This challenge is unlocked once you complete Part 1.

Angel of Death—Part 3



After completing Part 2, this challenge is unlocked. To complete it, kill all of the Saints using the fiberwire. This is not that difficult since you use the fiberwire to kill three of them normally. The key to completing this is to lure away soldiers near the Saints with distractions so you can get in close enough to kill the Saints. The Saints in the reception area are easily lured into areas where you can kill them out of sight. Finally, to kill Cain, sneak into the shack and hide in the container. Then, when she comes in to use the sink, climb out and garrote her.

Infiltrator

Get through the entire mission without being spotted.

A Calm Before the Storm

Finish this level to complete this challenge.

Mastery: Attack of the Saints

Complete all of the other challenges for this level to earn this final challenge.

Skurky's Law

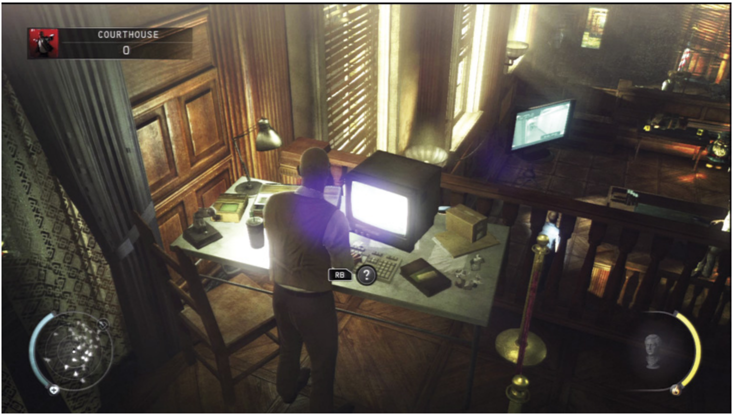
Video is restricted

Courthouse

Chameleon

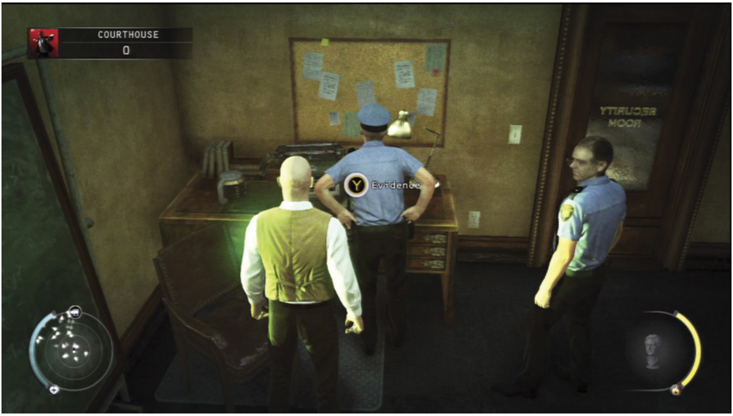
In order to complete this challenge, you need to acquire four disguises: court usher, court security guard, judge, and Hope police officer.

Obstruction



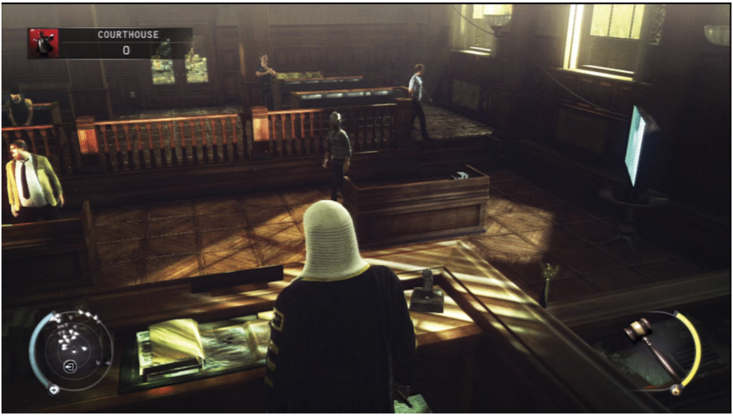
Tamper with the video evidence on the computer in the upstairs balcony of the courthouse to complete this challenge.

Evidence Collector (1/3)



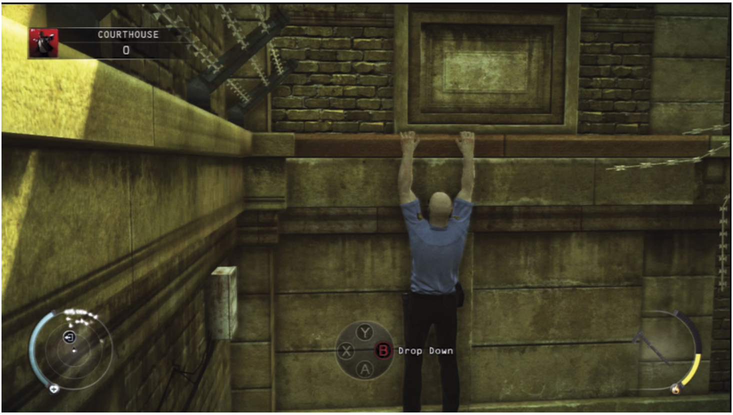
The first piece of evidence is in the security room. You need the Court Usher disguise to get in there.

Take Office



Acquit the defendant with tinfoil on his head while you are disguised as the judge to complete this challenge.

No Collateral Damage



This challenge requires you to get through the courtroom and into the holding cell without killing or subduing anybody. In order to do this, get the keycard from the room behind the locked door. Sneak around the alley to get to the ledge. Before climbing up the ledge, go through the nearby door into a storage room. Put on the security guard disguise found here, and then climb up into the judge's chambers. Exit trough the door by the usher area and use a lot of Instinct to get past the security guards in the courtroom and to the locked door leading to the holding cells.

Judgement Day—Part 1

In order to complete this challenge, you need to get the judge disguise without subduing the usher in the library. Go through the alley outside of the courthouse to get into the judge's chamber. Then, after you get the judge disguise and end the trial, exit the courtroom and move up the stairs to the library. Subdue the usher in the library and hide his body without being seen.

Judgement Day—Part 2

This challenge is unlocked when you complete the first part. For this, you need to subdue the three ushers and hide their bodies without being seen while wearing the judge disguise. One is in the library. Another comes into the usher area. Hide her body in the judge's chamber. The third is outside of the evidence room. Subdue or kill the two guards in the evidence room and hide their bodies. Then, use a distraction to lure the usher into the evidence room. Subdue him and then hide the body to complete this challenge.

Judgement Day—Part 3

After completing part two, you unlock this challenge. Once you get the judge disguise during the recess, make sure you have the gavel and exit through the usher area door. Continue out of the courtroom and into the men's room where the defendant is relieving himself. Kill him with the gavel and hide the body to complete this challenge.

Suit Only

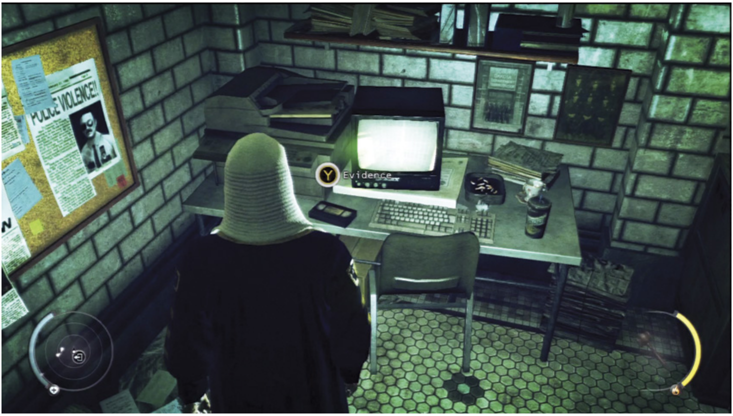
This is a tough challenge to complete. Get the radio and make your way into the judge's chambers without being seen by going through the alley. Then, subdue the judge and usher when they enter. Lure the security guard by the usher door inside and deal with him. Use distractions to lure the other usher and security guards into this area where you can take care of them. Once they are away from the locked door, sneak over there and use the keycard to get in. It is easier to get through the remaining two areas while wearing the suit. Just stay hidden instead of getting disguises and sneak past while guards are not looking or distracted.

Take the Fall

In order to complete this challenge, you need to be sentenced to prison while wearing the Tinfoil Hat Man disguise.

Holding Cells

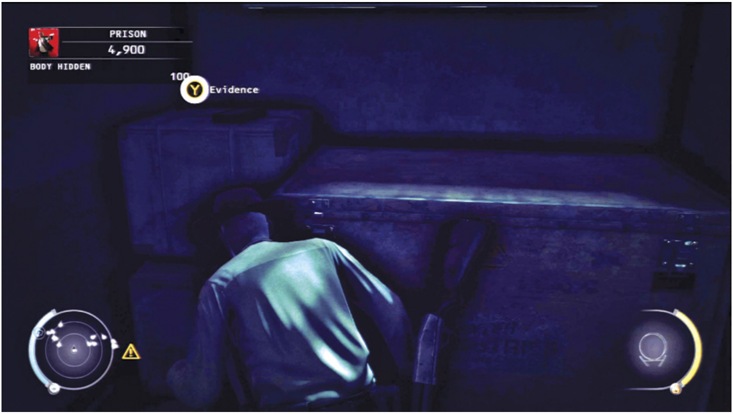
Evidence Collector (2/3)



The second piece of evidence is located in the room adjacent to the cell room where the door leading to the prison is located.

Prison

Evidence Collector (3/3)



The last piece of evidence is in a cell after the gate you have to open. There is a police officer in the cell with it, so you need to get past him somehow.

So Close and Yet so Far

Finish this level to complete this challenge.

One Man Riot

Complete this challenge by killing ten guards in the prison with the glass shank from the courtroom evidence room. You do not need to kill all ten in a single playthrough.

Infiltrator

Get through the entire mission without being spotted.

Mastery: Skurky's Law

Complete all of the other challenges for this level to earn this final challenge.

Operation Sledgehammer

Video is restricted

County Jail

Chameleon

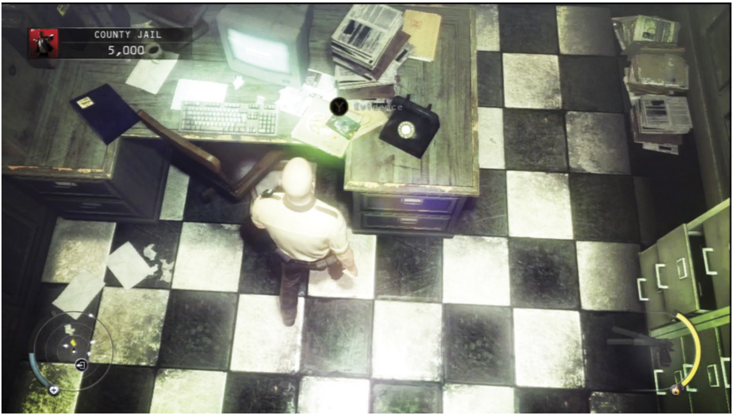
In order to complete this challenge, you need to acquire three different disguises: Hope police officer, Agency grunt, and Agency heavy trooper.

Vigilante

COUNTY JAIL
0

This challenge requires you to take out all of the police officers in the jail with melee attacks. If you are doing this, don't use the power cord.

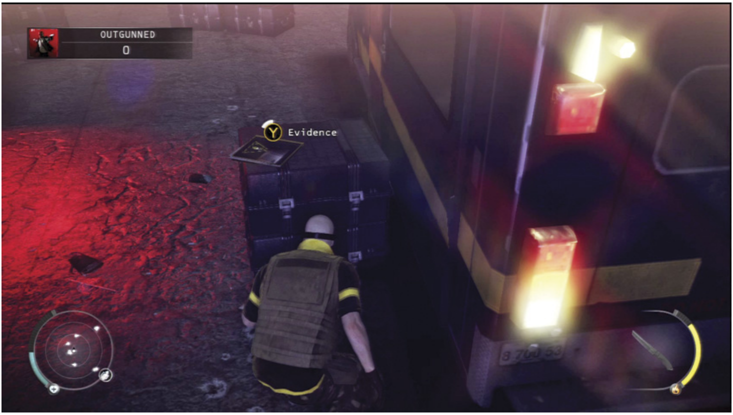
Evidence Collector (1/4)



The first piece of evidence is located on a desk in an office area to the right of the exit door. You will need to distract the officers near it in order to get the evidence without being seen. There is a police baton on the desk behind the counter area. Throw it into a corner. When the officers turn to look, move in and get the evidence. Then, quickly get to the door and leave the building.

Outgunned

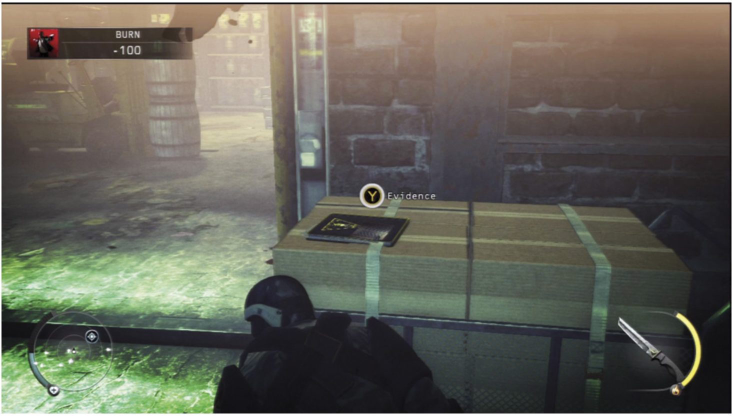
Evidence Collector (2/4)



The second piece of evidence is located on a crate near an ICA vehicle at the back of the perimeter the ICA have set up around the jail. Sneak in and get it while no one is looking.

Burn

Evidence Collector (3/4)



The third piece of evidence is located on a box near the large doorway leading into the winery warehouse. There are several troopers patrolling around it.

Misty Eyes

Neutralize 10 enemies in the warehouse without being seen. In addition to the two at the start of the warehouse, the easiest way to complete this challenge is to lure troopers into the first part of the warehouse one at a time. This will give you a few more kills. Then, when you to get to the winery section, lure the troopers into that part. There are several containers in there for hiding bodies and scoring a few extra points.

Heavy Armor

To complete this challenge, you need to let an enemy see you and hold up your hands to surrender. Then, while using them as a human shield, kill three other Agency soldiers.

Surgical Precision—Part 1

This challenge is completed by killing three of the Agency heavy troopers with headshots. The Silverballers work great for this because they are silenced and don't give away your presence.

Surgical Precision—Part 2

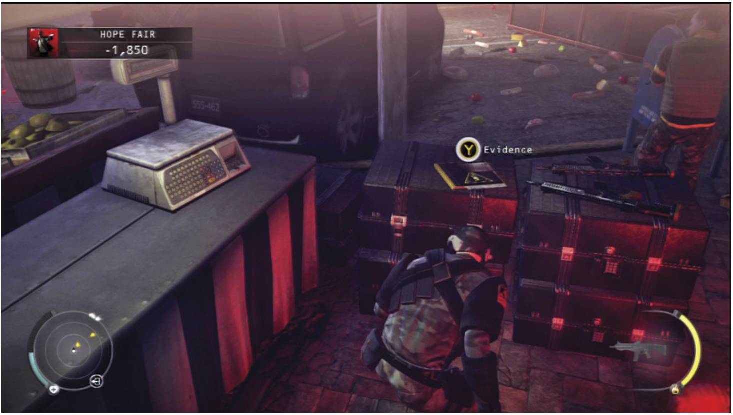
This challenge is unlocked after you complete part one. This time you need to kill 5 Agency heavy troopers consecutively with headshots without missing a shot. This is achieved more easily by using point shooting. Even if you can't get five with one execution, kill three or four, then use point shooting again to get the last one or two.

Surgical Precision—Part 3

Completing part two unlocks this challenge. Kill seven Agency heavy troopers consecutively with headshots, without missing a shot, within 60 seconds. Once again, use point shooting to complete this challenge.

Hope Fair

Evidence Collector (4/4)



The last piece of evidence is located on a crate on the right side of the area at the end of the street. There are several enemies here, so use a distraction to get them to look the other way while you get the evidence.

Suit Only

Since your disguises are not that effective during this level because everyone around is wearing the same outfit and can see through the disguise, you can use the same strategy to complete the level while wearing only your suit. Just stay low and hidden when you make your moves.

Infiltrator

Get through the entire mission without being spotted.

Outskirts

A Cleansing Fire

Eliminate Skurky and leave Hope to complete this challenge.

Mastery: Burn

Complete all of the other challenges to earn this final challenge.

Blackwater Park

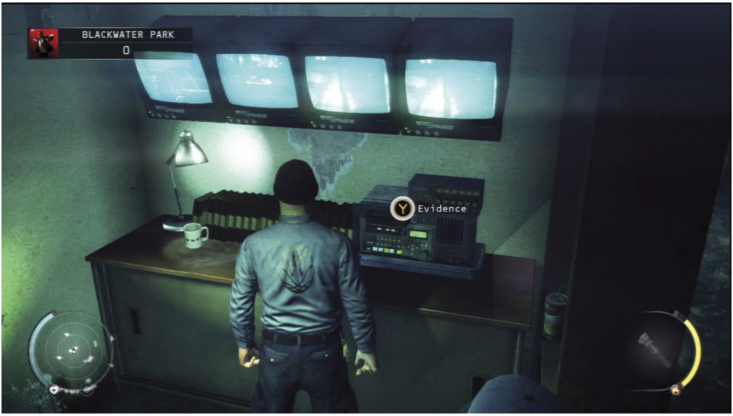
Video is restricted

Blackwater Park

Chameleon

In order to complete this challenge, you need to acquire 9 different disguises: Blackwater bodyguard, Blackwater custodian, plumber, Blackwater receptionist, Blackwater manager, Blackwater Park interior guard, Blackwater Park exterior guard, Blackwater tactical team, and samurai.

Evidence Collector (1/2)



The first piece of evidence is in a small security room attached to the maintenance building at the far right side of the complex. It is best to use a custodian disguise to get it.

Crash Course

Complete this challenge by showing a movie in the conference room.

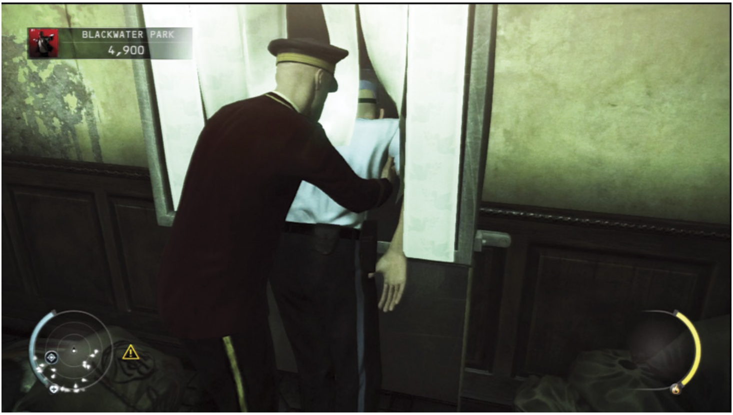
Hack’n’Backslash

Enter the elevator after using the computer to override the retinal scanner to complete this challenge.

You Can Manage

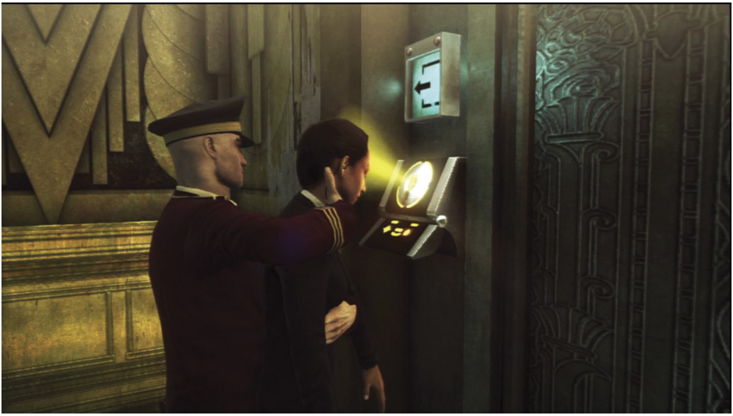
Wear the Blackwater manager disguise when you enter the elevator to complete this challenge.

Laundry Day



Hide three bodies in the laundry chute to complete this challenge.

I Got My Eyes on You

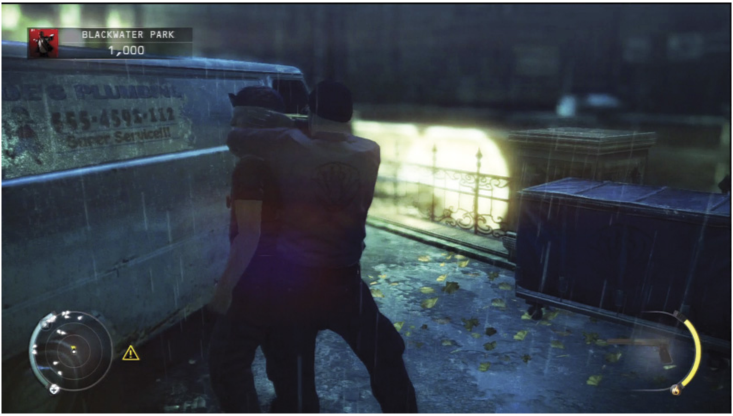


To complete this challenge, enter the elevator using the retinal scanner and someone else's retina.

Mile High Club

Complete You Can Manage, I Got My Eyes on You, and Hack'n'Backslash to finish this challenge.

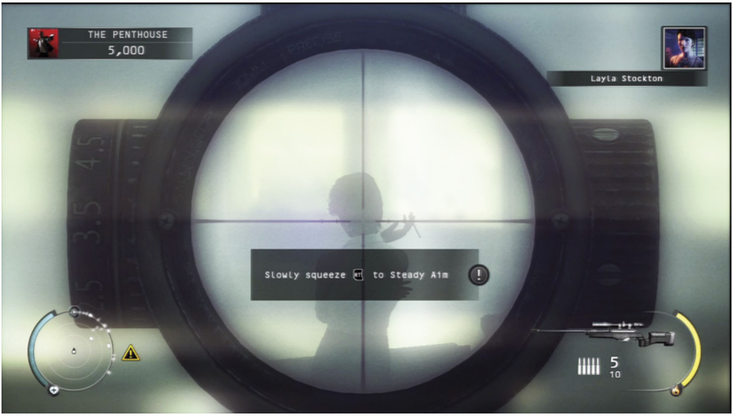
Blue Collar



This challenge requires you to wear the plumber disguise throughout the level and not be spotted. The plumber is located near his van by the staff entrance. Sneak up and hide behind a car to the left of the van. Throw an object to the side of the van so that the van blocks the view of the security guards at the staff entrance. Follow the plumber as he investigates and subdue him. Put on his outfit and hide the body in the nearby container. Since there is only one plumber, you can go anywhere in the lobby with the exception of the security room. Continue to wear the disguise while in the penthouse until the level is complete.

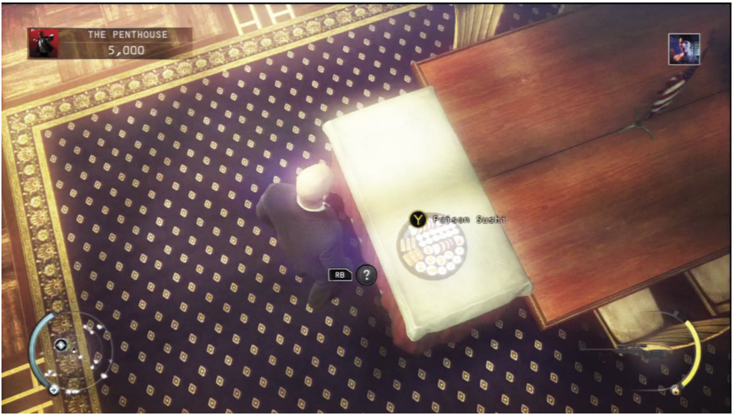
The Penthouse

Mockingbird



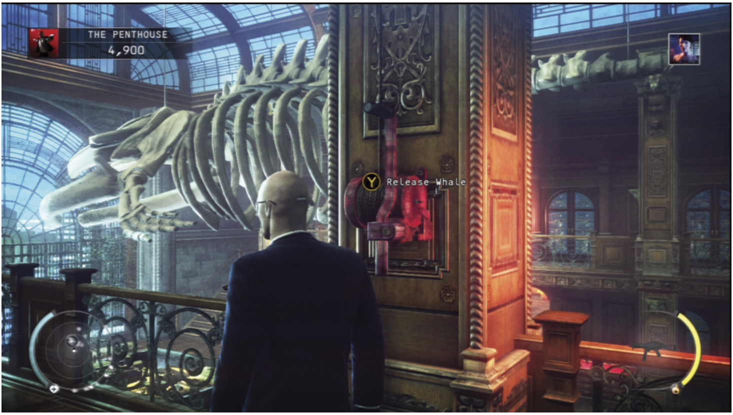
You can find a number of items in the room with the checkpoint, including a sniper rifle. Look out of the window and wait for Layla to show up on the balcony outside of the penthouse. Wait until she walks over to a section where the railing is broken and begins smoking a cigarette. Then, take a carefully aimed headshot to kill her. Layla's body falls over the edge and appears to be accidental since your sniper rifle has a silencer attached.

Savage Sushi



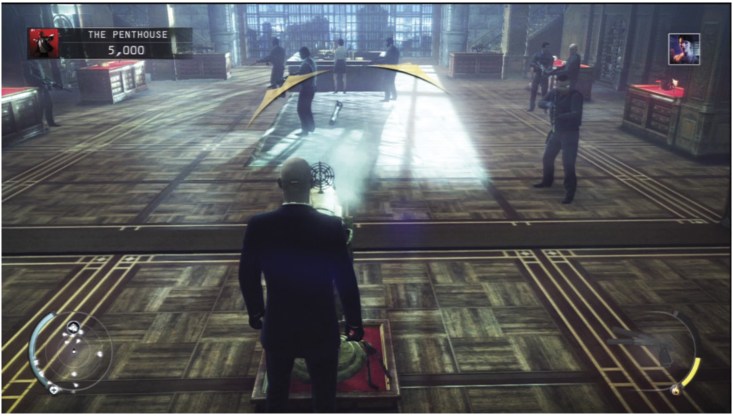
Pick up the bottle of U'wa tribe poison from the weapons room with the laser security. Go to the dining room and pick up the statue bust that is near the stairs that lead down to the dining room. Throw it to the right of the guard by the stairs. As he goes to investigate, move to the sushi platter at one end of the table and use the poison on it. Then, leave the area before you are spotted. As Layla makes her way around the penthouse, she stops and has a bite of sushi—her last bite.

Bones



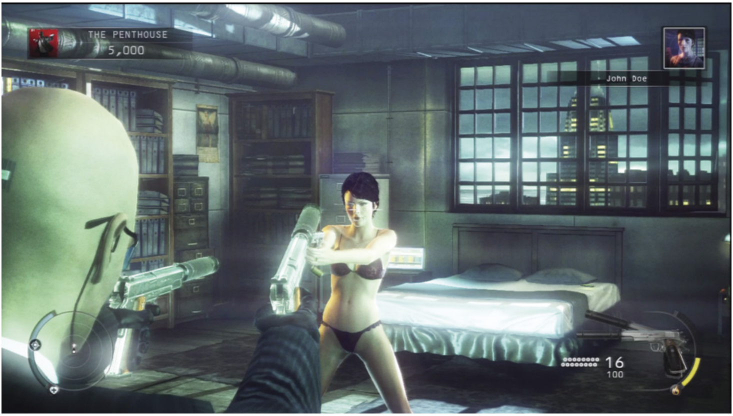
From the checkpoint room, head down the stairs and then walk to the right. Follow the hallway to the end and turn to the left to enter a long room. There are two guards here facing an opening to the left. Stand up and walk behind them. Use Instinct as you turn left and go up the stairs. Once out of their sight, crouch down and move along the balcony walkway. Head down the stairs and take cover. Switch cover to the model of the Dexter Industries factory, and then keep going until you reach the flight of stairs on the other side of the room. Climb up to the balcony walkway and continue to the lever that releases the whale skeleton. Wait there until Layla walks in and is looking at the model. Pull the lever and the whale comes crashing down to kill Layla. Again, it looks like an accident.

Straight to the Heart



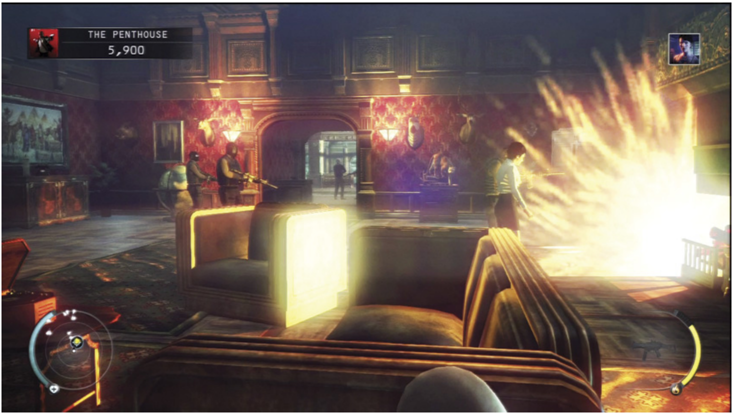
Leave the checkpoint room and head down the stairs. Go to the doorway leading into the large room containting the whale. There are two guards nearby. Use distractions to lure them into the room with the proximity mine. Kill each in turn and hide their bodies. Then, move to the large room to the right of the room with the whale. Use distractions to neutralize the two guards in here and hide their bodies. Move into the whale room and hide behind a pillar near the harpoon gun so that the other guards in the room can't see you. Wait until Layla walks in and looks at the model. Then, make your move. Walk up to the harpoon gun and fire it to kill Layla with the harpoon. Quickly get out of the room and find a place to hide until things die down.

Skin Trade



When Layla tries to seduce you, kill her instead.

Fired Up

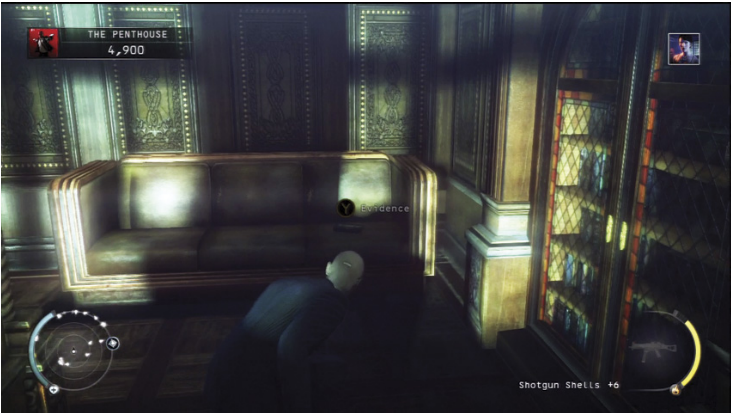


Walk down the stairs from the checkpoint room and continue toward the dining room. As you enter the dining room, turn to the left and head through the door leading out onto the balcony. To the left of the door is a barbecue. Look for a gas can next to it. Pick it up, and then backtrack through the dining room to the stairs. Continue down the hall and into the long room to the right of the whale room. Move past the two guards to the doors at the end of the room. Make sure no one is inside, and then hide in the container. Wait until Layla and her entourage come into this room and stop for a bit. Quietly climb out of the container, take cover behind a couch, and throw the gas can so it lands in the fire. The resulting explosion kills Layla. Quickly get out of the room or use point shooting to kill the surviving guards in the room. Get to a hiding spot and wait until things die down.

Horn of Plenty

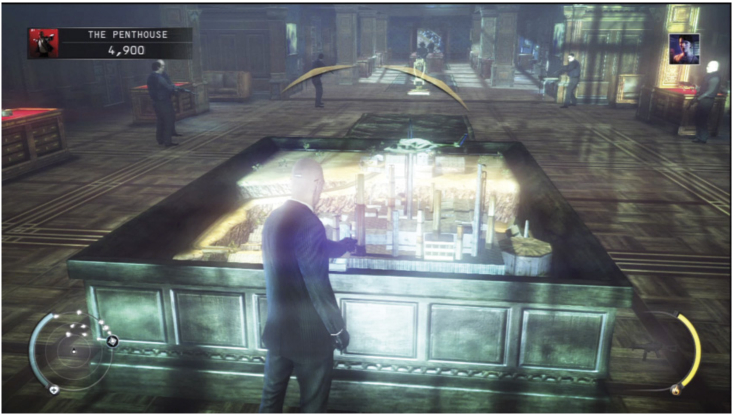
Complete Savage Sushi, Straight To The Heart, Bones, Mockingbird, Fired Up, and Skin Trade to get this challenge.

Evidence Collector (2/2)



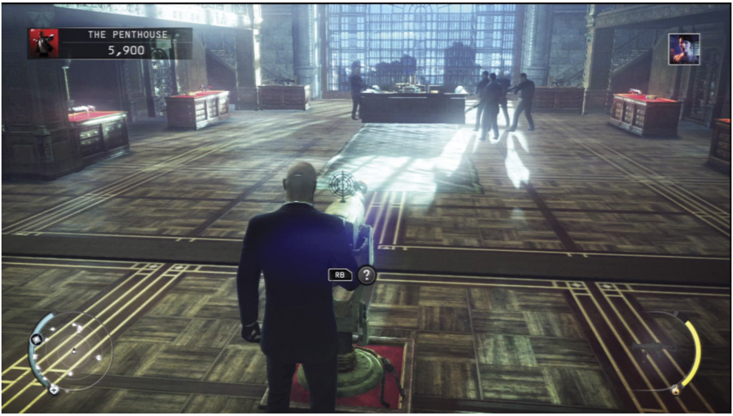
The second piece of evidence is located on a sofa couch to the left of the harpoon gun. You can get it by sneaking from the model around the side of the whale room. Use the display cases as cover and switch cover to get from case to case. Then, quickly sneak up to the evidence and grab it.

Cetacea



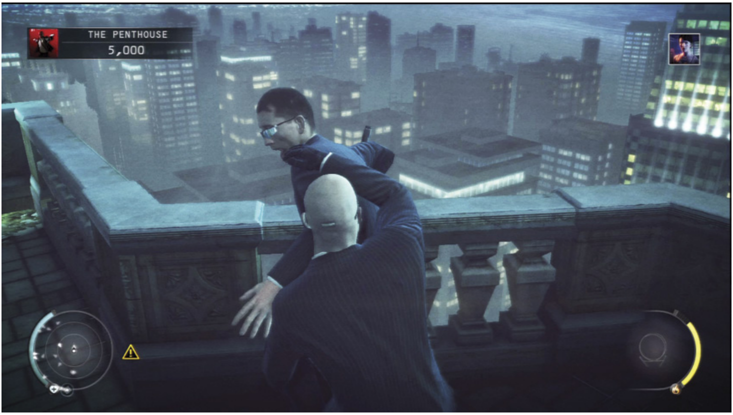
To complete this challenge, start up the model in the whale room and get up to the balcony walkway. Wait until at least five guards are under the whale, and then pull the release lever to drop the whale on them. You need to kill at least five guards to complete this challenge.

Whaling



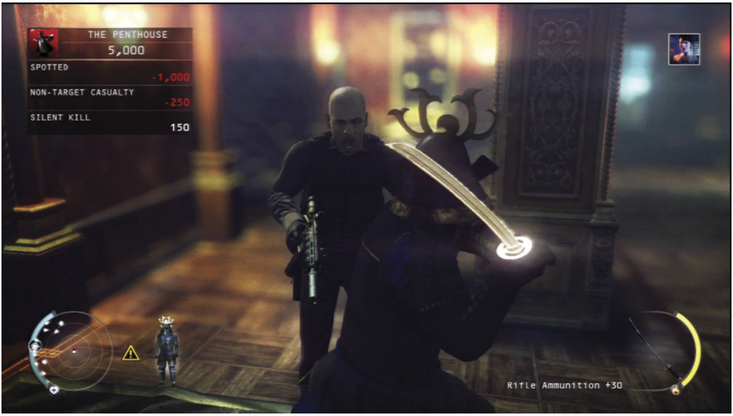
Set up the whale room just like you would for the Straight to the Heart challenge. This time, however, you need to kill three guards with the harpoon gun. Sneak around and start up the model to lure the guards in close. Then, make your way to the harpoon gun and fire it to complete the challenge.

Halleluja



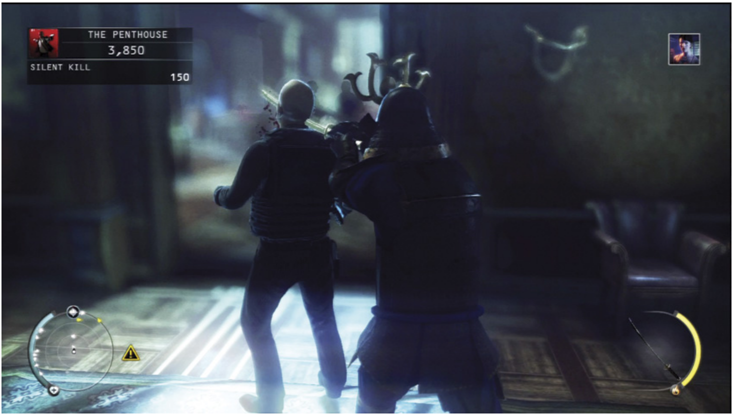
To complete this challenge, throw five guards (or their bodies) over the side of the building out on the exterior balcony without being spotted. This is cumulative, so you don't have to do it all in one playthrough.

Ronin—Part 1



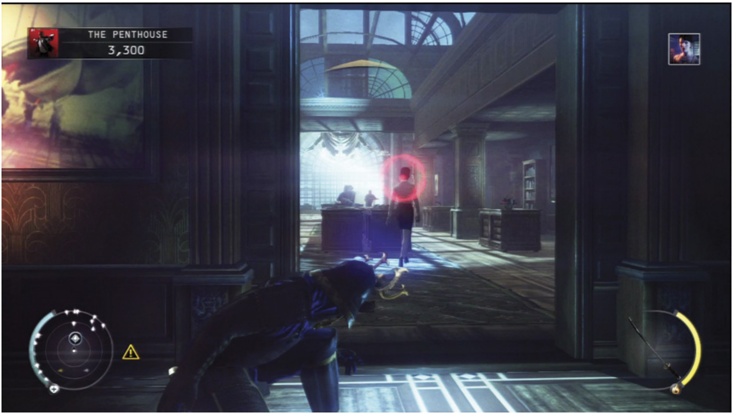
This challenge requires that you acquire the samurai disguise from one of the armor displays in the penthouse, as well as a katana sword. Then, kill one of the guards with the katana.

Ronin—Part 2



After completing part one, you unlock this challenge. This time you need to kill seven guards using the katana while wearing the samurai disguise and remaining unseen.

Ronin—Part 3



Unlock this challenge by completing part two. Now you must kill Layla with the katana while wearing the samurai armor. Remember that you can throw the katana, as well as slash and stab with it.

Infiltrator

Get through the entire mission without being spotted.

Hit Him Where It Hurts

Eliminate Layla and complete the level to get this challenge.

Suit Only

This level is tough to complete in just your suit. You will need to use a lot of distractions, and you will have to subdue or kill several people to get through the lobby and into the elevator. Then, when you are in the penthouse, the easiest way complete this level is to kill Layla with the sniper rifle as described in the Mockingbird challenge. Then, sneak through the penthouse to get to the panic room.

Mastery: Blackwater Park

Complete all of the challenges for this level to get this final challenge.

Countdown

Video is restricted

Blackwater Roof

Chameleon

Acquire the Blackwater tactical team disguise to complete this challenge.

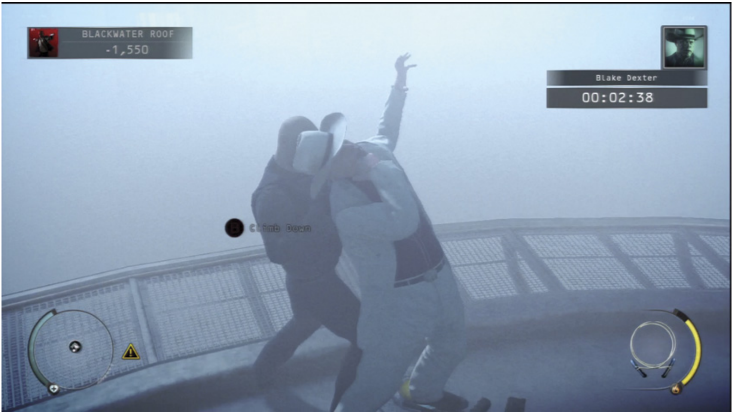
Face to Face

Eliminate Dexter and save Victoria to complete this challenge.

Stay on Target

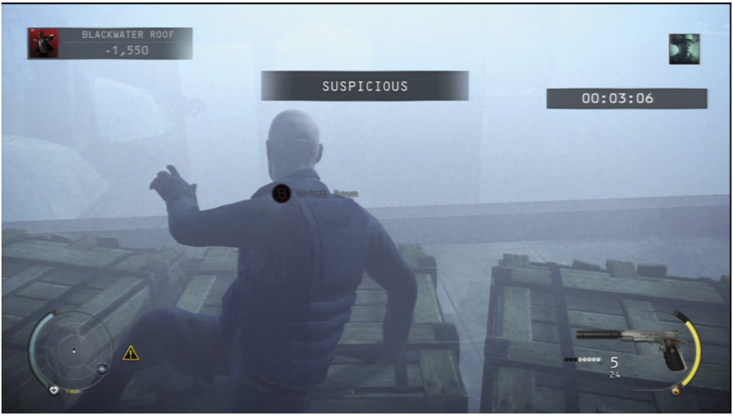
Get to Dexter and kill him within 3 minutes (before the timer counts down to 2:00) in order to get this challenge. If you follow the walkthrough and don't waste time, you can complete this within the shortened time limit.

It's Personal



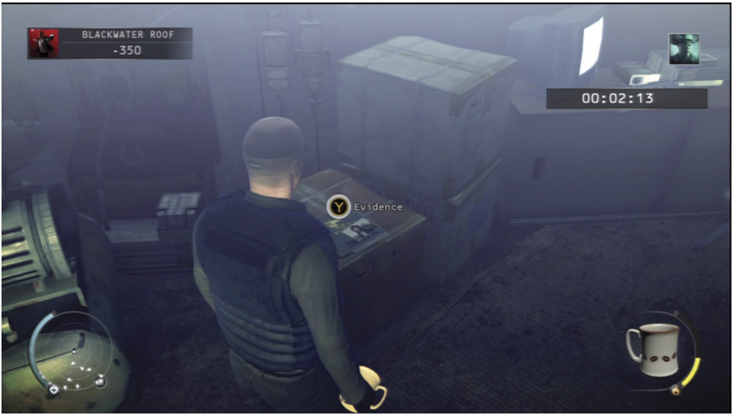
In order to complete this challenge, you need to use the fiberwire to kill Dexter. To do this, climb the ladder and wait until he receives the call that Layla is dead. While he is distracted, climb the rest of the way to the helipad, and then move to the side and drop down off of the edge to hang by your hands. Move around the helipad to the left. Dexter can't see you. Get behind him, and then get back up onto the helipad. Sneak up behind him and garrote him to finish the level.

All Roads Lead to Dexter



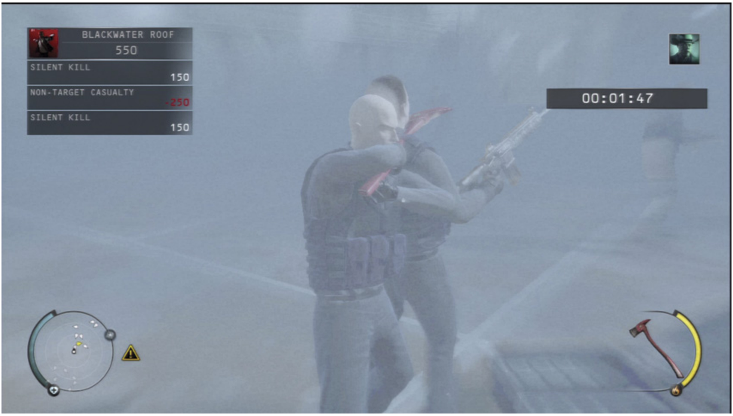
This is another way to get to the helipad. Go past the minefield and up the stairs. Take cover against the boxes on the left side, and then climb over them. Drop down onto the ledge and go hand-over-hand to the left to reach a gap in the mines. Move to the helipad, and then jump up to grab onto the edge. This completes the challenge and gives you a way to get in behind Dexter.

Evidence Collector



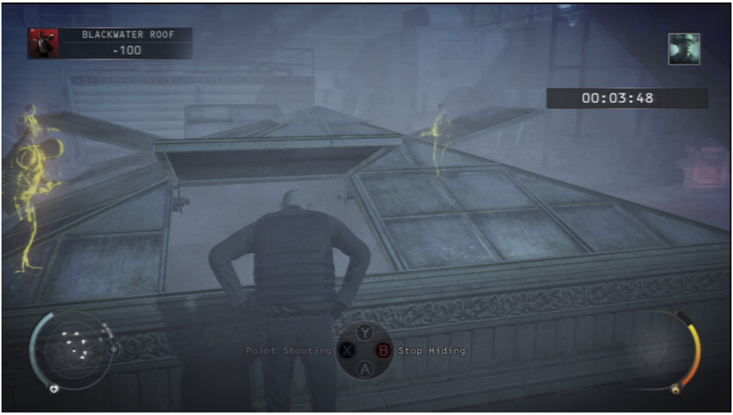
There is one piece of evidence. It is located inside a locked room on the left side of the upper roof. First, get the keycard from the room under the helipad. It is on a desk. Then, head back out onto the rooftop and get to the keycard lock. Enter a passageway and go to the right to enter the next room and get the goods. Hustle to get to Dexter before the timer runs out.

Axed



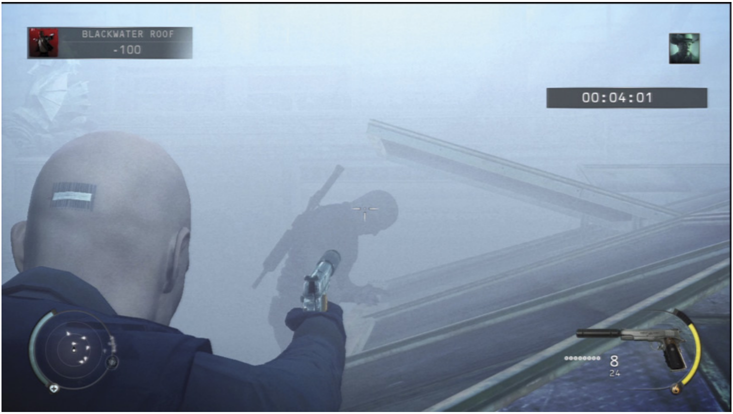
Get the axe from the locked room containing the evidence. Then, eliminate 5 guards with the axe to complete this challenge.

Hazardous



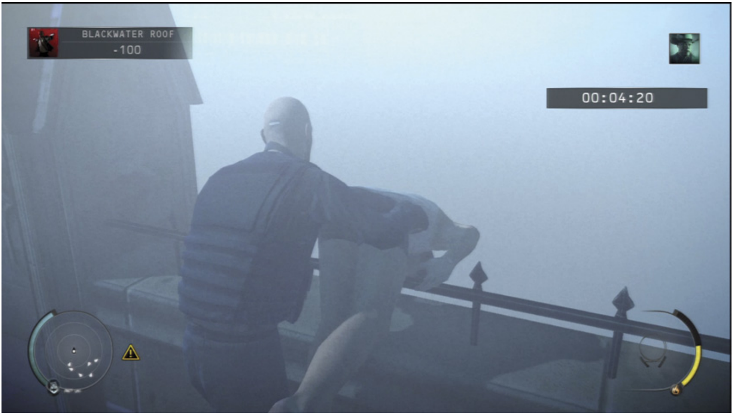
You have to eliminate two guards with an accident to complete this challenge. This is tough. After killing the first guard to get the uniform, kill the guard next to the second skylight with a single headshot. Quickly hide by the explosives on the second skylight. The guard by the stairs should join the one under the pallet and search around. As they are walking back to their positions, there is a brief moment where both of the guards are directly under the pallet. You have to shoot a bit early to catch them since it takes a second for the pallet to fall, and it may take several attempts before you get the timing just right.

Take 'Em Down—Part 1



Eliminate three guards with headshots to complete this challenge and unlock the next part.

Take 'Em Down—Part 2



To complete this challenge, drop six guards over the edge of the building. You can either drag their bodies and dump them over the edge, or push them over the edge if they are standing next to it. You can complete part one on the first rooftop, and then complete this part by killing more guards and dragging their bodies and dumping them over the edge. This unlocks part three.

Take 'Em Down—Part 3

BLACKWATER ROOF
650
00:01:52

This challenge requires you to eliminate 10 guards without being spotted. Try to kill all seven on the first level during a subsequent play through, and then just get three more on the upper level. If you have built up enough Instinct, you can easily get this with point shooting.

Infiltrator

Get through the entire mission without being spotted.

Mastery: Blake Dexter

Complete all of the challenges for this level to earn this final challenge.

Absolution

Video is restricted

Cemetery Entrance

The Higher Ground—Part 1

To complete this challenge, get three headshots using the sniper rifle. This also unlocks part two.

The Higher Ground—Part 2

Perform five headshots within 10 seconds with the sniper rifle in order to complete this challenge. Look for a group of guards patrolling around and wait until there are five near each other to try for this challenge. Once you complete it, part three is unlocked.

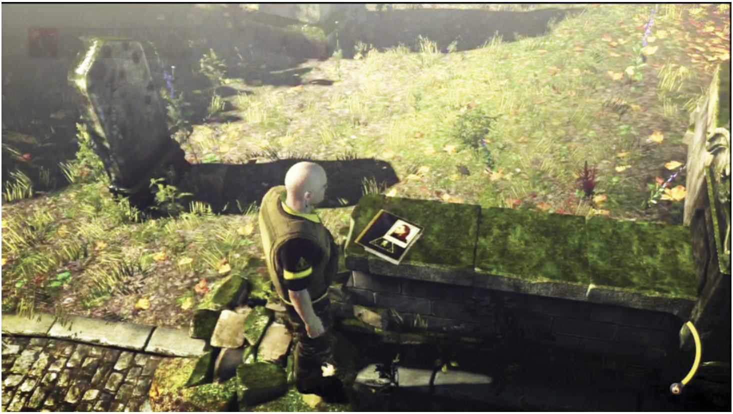
The Higher Ground—Part 3

This challenge is completed when you get seven headshots using the sniper rifle without alerting anyone.

Chameleon

To complete this challenge, you need to acquire three disguises: Agency grunt, Agency technician, and Agency heavy trooper.

Evidence Collector (1/3)



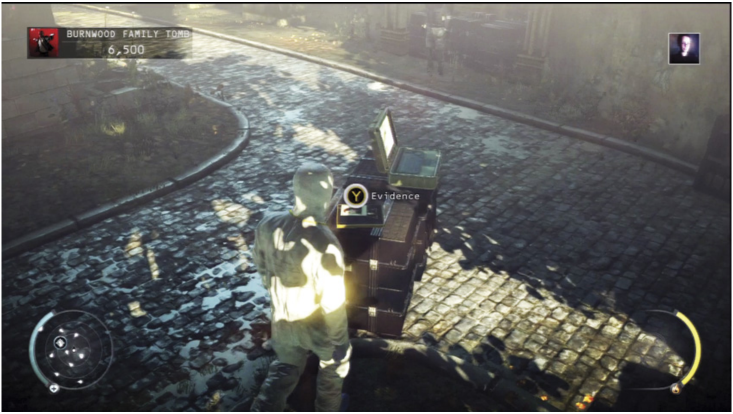
The first piece of evidence is located on a low wall along the brick walkway on the cemetery's left side. It is near where the walkway intersects with another walkway in front of the raised area at the rear of the cemetery. Make your way to the back, over near the gate. Then, use distractions to deal with the guards on the raised areas at the center and left of the back of the cemetery. Systematically neutralize or distract guards so that you can get to the evidence unseen.

Burnwood Family Tomb

Wolf in Sheep's Clothing

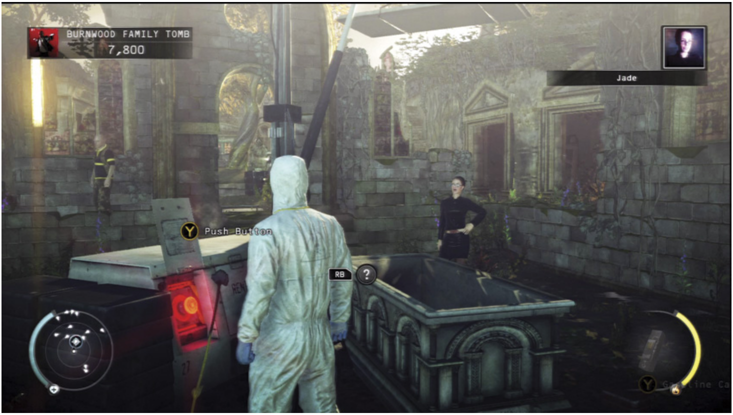
To complete this challenge, you must first acquire the Agency technician disguise. Then, kill Jade while wearing it and hide Jade's body without being seen.

Evidence Collector (2/3)



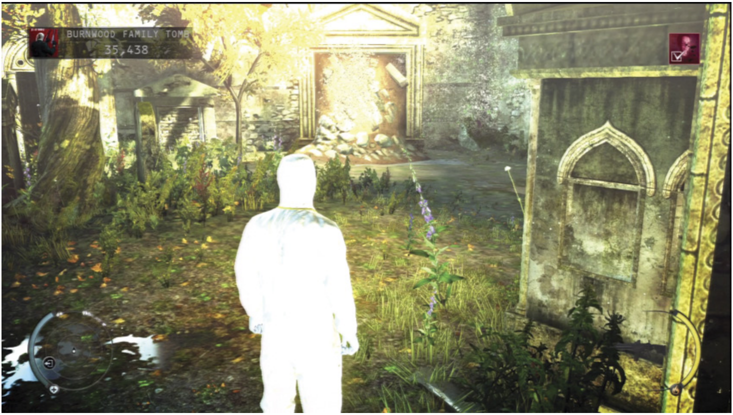
The second piece of evidence is located on a crate near the crane. It is easy to get if you have the technician disguise.

Heart of Stone



While disguised as the Agency technician, follow Jade to the crane holding the stone lid to a crypt. Wait until she is standing directly under the lid, and then press the button on the crane to drop the lid on top of Jade, killing her instantly. This appears to be an accident, so you can walk away without any trouble.

Crossed Out



There are two short tunnels through which Jade passes while making her rounds. The supports are weak. Cause them to collapse on Jade to kill her in another accidental death. In order to do this, get the remote-controlled explosive from a crate along the wall near the evidence. Then, drop the explosive in one of the tunnels. When Jade walks through, detonate the explosive to complete this challenge.

Numb

Complete both Heart of Stone and Crossed Out to earn this challenge.

Suit Only

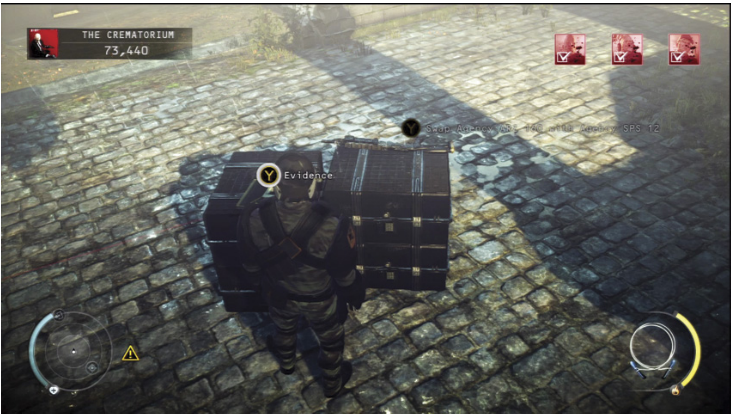
The Burnwood Family Tomb is the only area that is a bit tougher to get through without a disguise. The best way to complete this challenge is to clear out the mausoleum as indicated in the walkthrough. Then, hide and wait for Jade to walk in. Kill her and make your way to the gate. In the other two areas, the cemetery entrance and the crematorium, you don't need a disguise since you are staying hidden and behind cover almost all the time.

The Crematorium

Predator

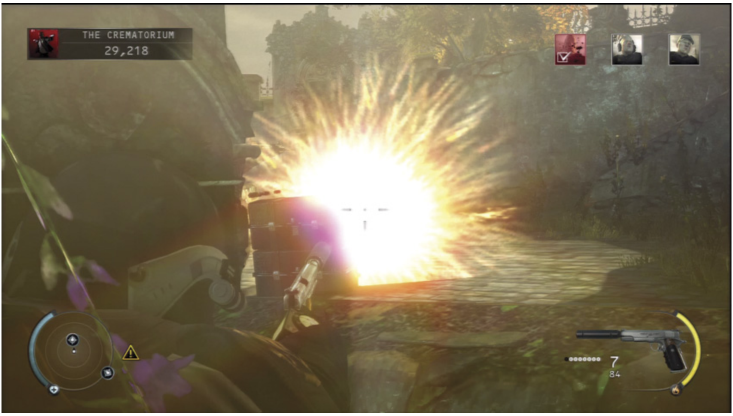
Kill all three Praetorians with the fiberwire to complete this challenge.

Evidence Collector (3/3)



The last piece of evidence is on top of a crate near the steps on the right. When you get it, carefully avoid the laser tripwire and explosives that are also on the crate.

Arms Length Principle



To complete this challenge, you need to eliminate a Praetorian by shooting one of the explosives. Try this on Scutum. Crouch down near the left stairs so that you have a clear shot at the explosive on the crate. Then, as Scutum walks near the crate, fire a single shot with your silenced Silverballer to detonate the explosive and kill the Praetorian. Once you make the shot, quickly take cover in case Hoplon comes to investigate.

Infiltrator

Get through the entire mission without being spotted.

A Personal Contract

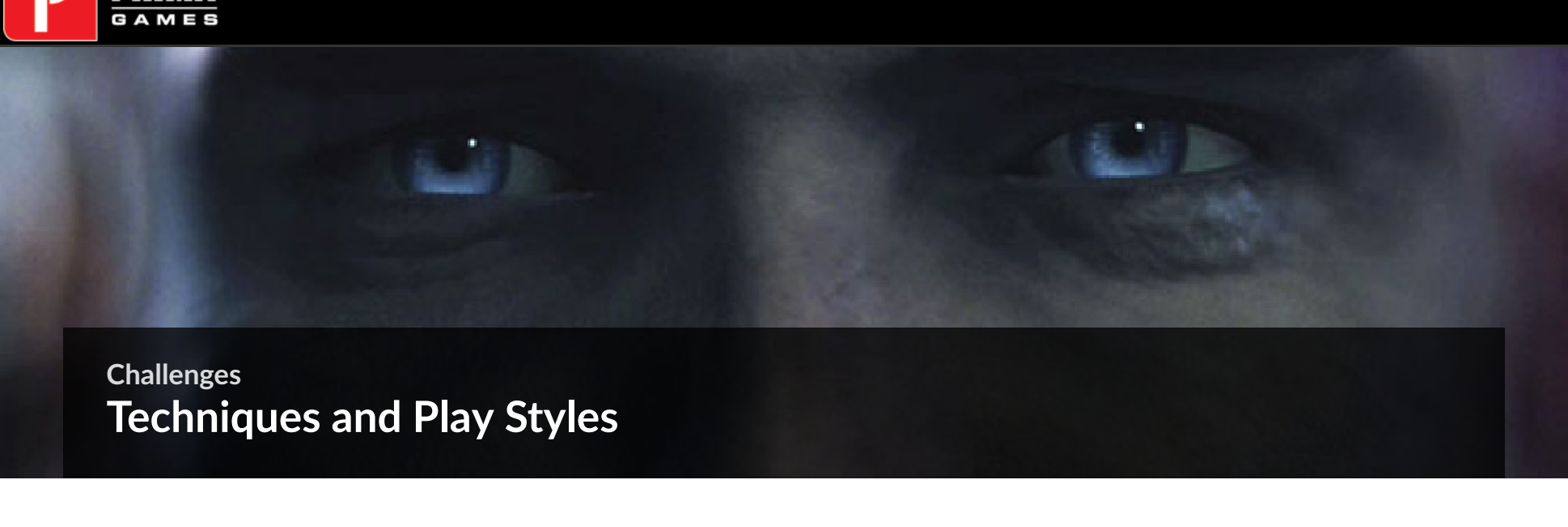
Eliminate Travis and finish the level—and the game—to complete this challenge.

Mastery: Absolution

Complete all of the challenges for this level in order to earn this final challenge.

The Complete Assassin

Complete all of the challenges for all of the levels to get this ultimate challenge.



Challenges

Techniques and Play Styles

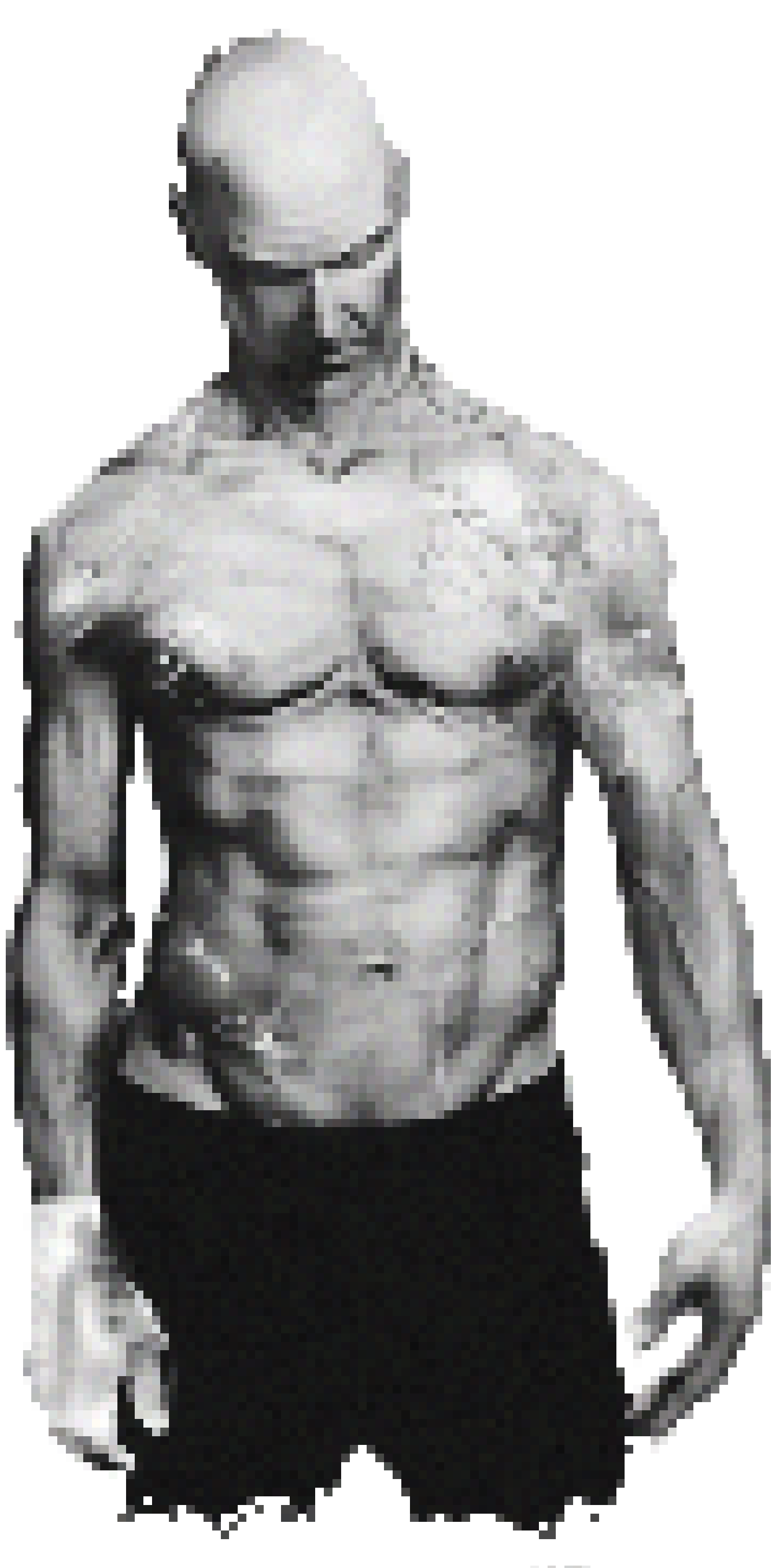
In addition to completing the challenges in each of the missions, there are other ways to earn awards for your efforts as Agent 47. These include both Techniques and Play Styles.

Techniques

As you play through the many levels of the campaign, you can earn Techniques by achieving a certain amount of points within most of the areas for each level. The amount of points varies by level as well as the difficulty level at which you are playing. The Techniques are not assigned to certain levels. Instead, you earn them in a set order. For example, if you don't score enough points in the first level, but do in the second level, you would earn Weapon Handling I. Each Technique also comes with an effect that makes you a more efficient assassin. There are ten different Techniques and each has three levels. You have to earn all of the level 1 Techniques before you can begin working toward the level 2 Techniques.

Tip

If you follow the walkthroughs included in this guide, you should have no trouble earning each of these Techniques as you progress through the campaign.



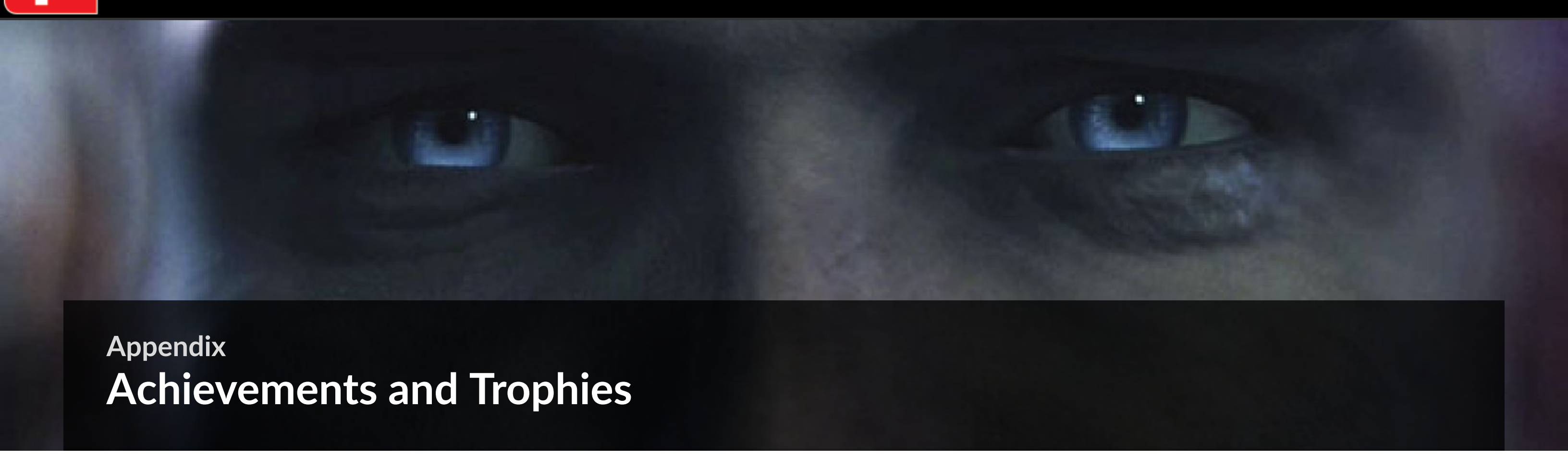
The Techniques

#	Technique Name	Effect
1	Weapon Handling I	Reduces recoil when firing weapons.
2	Chameleon I	Hiding in plain sight allows 47 to replenish his Instinct.
3	Instinctive Shot I	Point shooting tag-mode consumes less Instinct over time.
4	Pain Suppression I	Improves damage recovery time.
5	Pain Suppression I	Improves 47's accuracy when dual wielding pistols and submachine guns.
6	Pure Instinct I	Increases the amount of Instinct gained through actions.
7	Hand-to-hand I	Increases reaction time in hand-to-hand combat.
8	Controlled Breathing I	Increases stability on sniper rifles.
9	Iron Man I	Increases 47's running speed by 2%.
10	Throwing I	Increases the throwing capacity for light objects.
11	Weapon Handling II	Improves reload time for all weapons.
12	Chameleon II	Reduces Instinct cost for blending in.
13	Instinctive Shot II	Further reduces the Instinct cost of tagging targets for point shooting.
14	Pain Suppression II	Increases damage endurance.
15	Dual Wielding Expertise II	Increases the rate of fire when dual wielding pistols.
16	Pure Instinct II	Further increases maximum Instinct capacity.
17	Hand-to-hand II	Further reduces the time it takes 47 to subdue targets.
18	Controlled Breathing II	Increases the time 47 can hold a steady aim.
19	Iron Man II	Increases 47's running speed by 4%.
20	Throwing II	Increases the throwing capacity for heavy objects.
21	Weapon Handling III	Further reduces recoil and improves reload time for all weapons.
22	Chameleon III	Instinct replenishes faster when hiding in plain sight, and blending in costs less Instinct.
23	Instinctive Shot III	Further reduces Instinct consumption in tag-mode and tagging costs when point shooting.
24	Pain Suppression III	Further improves damage recovery time and 47's tolerance to injury.
25	Dual Wielding Expertise III	Further improves dual wielding accuracy and increases rate of fire when dual wielding pistols and submachine guns.
26	Pure Instinct III	Further improves Instinct gains and maximum Instinct capacity.
27	Hand-to-hand III	Further improves reaction time in hand-to-hand combat, and reduces the time it takes 47 to subdue targets.
28	Controlled Breathing III	Further increases the stability of sniper rifles and steady aim time.
29	Iron Man III	Increases 47's running speed by 7%.
30	Throwing III	Increases the throwing capacity for light and heavy objects alike.

Play Styles

In addition to Techniques, you can also earn various Play Style awards. Unlike Techniques, these do not affect game play. Play Styles represent the methods and tactics you use to complete your objectives.

Play Style	Requirement	Description
Needle Pumper	Use a syringe to kill 5 NPCs.	This object is usually employed to relieve pain. In the hands of Agent 47 however, it tends to achieve quite the opposite effect.
Undertaker	Hide 5 bodies.	It is one thing to deal with your target, and another to cover your tracks. Thoroughness is the hallmark of a professional.
Piano Man	Use a garrote to kill 5 NPCs.	In a world of fighter drones and long distance weaponry, this deadly tool is simple, silent, and extremely hands-on. Good to see someone uphold the good old ways.
Reaper Man	Use point shooting to kill 8 NPCs.	Positioning, timing, and execution are key elements to survival when greatly outnumbered.
Sandman	Subdue 3 NPCs.	A challenging but conscientious approach to infiltration and dealing with obstacles. At least you will not have blood on your hands.
Dynasty Warrior	Use a katana to kill 9 NPCs.	Bring this weapon into close quarter combat and the fight is won before it has even begun.
Dynamite Harry	Kill 5 NPCs using explosions.	A pull-no-punches approach to target disposal. Messy and precarious, but truly awesome to behold.
Gunslinger	Use a revolver to kill 15 NPCs.	Although romanticized by countless westerns, the life of the gunslinger tends to be nasty, brutish, and short.
Bartender	Use a bottle to melee attack 5 NPCs.	There is no such thing as a clean fight. Many students of martial arts have learned this the hard way when they accidentally stepped on the wrong toes at the local pub.
Champion	Defeat 5 NPCs using unarmed melee attacks.	Why bother with weapons when you have a perfectly able pair of hands?
Berserker	Use an axe to kill 5 NPCs.	A tried-and-tested classic, used by Nordic heathens and hooded maniacs alike. Excellent for cutting people down to size.
Brutus	Use a knife to kill 5 NPCs.	Probably the most popular weapon of all time amongst assassins. The act of using the weapon from a certain position has often been used to describe unexpectedly cruel behavior toward a friend.
Batter	Use a baseball bat (or similar blunt force weapon) to kill 5 NPCs.	Professional athletes do it. Trolls do it. But nobody wields a massive wooden club quite like Agent 47.
Tank	Receive damage 20 times.	As the old saying goes: no pain, no gain.
Pitcher	Using lethal throws, eliminate 5 NPCs while remaining undetected.	Any pointy object can be considered a lethal weapon. It is just a matter of velocity and thrust.
Spook	Use a silenced firearm to eliminate 3 NPCs while remaining undetected.	Even a ruthless assassin cares about etiquette. It is one thing to execute people, and another to bother the neighbors.
Jinx	Successfully perform 2 accident kills.	Forget about black cats and broken mirrors; the real harbinger of bad luck is known as Agent 47. Unlike the fabled cat, no lucky charms, spitting, or throwing of salt seem to have any noticeable effect.
Maestro	Using a sniper rifle, perform 5 headshots in a row without missing.	As grandma used to say: waste is sinful. Bullets are no exception.
Glass Cannon	Use a shotgun to kill 3 NPCs without taking damage.	If the weapon packs enough heat, aiming becomes a minor concern.
Bank Robber	Successfully use 3 NPCs as human shields without killing them.	When you are all out of cover and need to buy some time, you can always rely on other people to have your back. Or, more likely, your front.



Appendix

Achievements and Trophies

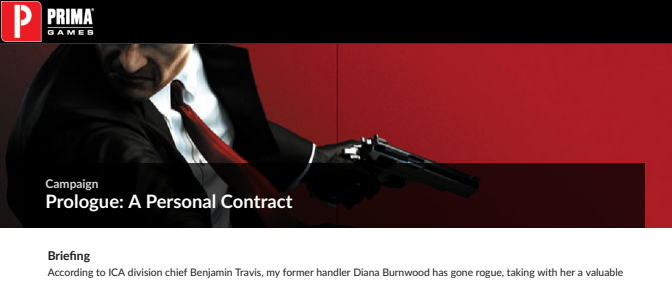
There are a lot of achievements or trophies to earn as you play through the game. Many are completed as you proceed through the campaign—one per mission. Others are earned by playing the Contracts game. The rest require you to perform a certain action or series of actions in either the campaign or within Contracts. Get them all!

Xbox 360 Achievements

Icon	Achievement	How to Complete:	Mission (if applicable):	Gamerscore
	Grand Master	Complete 100 Challenges	N/A	150
	Reach for the Stars	Complete 50 Challenges	N/A	50
	The Russian Hare	Perform 47 Precision Headshots with a Sniper Rifle	N/A	20
	A Taste for the Game	Complete 10 Challenges	N/A	20
	Absolution	Complete Hitman: Absolution on any Professional Difficulty	N/A	50
	Jack of All Trades	Collect All Play Styles	N/A	30
	It's All in the Wrist	Perform a Lethal Throw Kill	N/A	20
	Information is Power	Collect All Evidence	N/A	30
	Thumbs Up	"Like" a Contract	N/A	20
	Damage Control	Achieve a "Clear" After Being Spotted	N/A	20
	Set for Life	In Contracts, Earn 1 Million Dollars	N/A	20
	Self-Improvement	Buy a Weapon Upgrade from the Safehouse	N/A	20
	First Contract	Complete the Create Contract Tutorial	N/A	20
	Blood Money	Complete the Play Contract Tutorial	N/A	20
	True Potential	Unlock an Assassin Technique	N/A	20
	Partners in Crime	Play a Contract Created by a Friend	N/A	20
	Competitive Spirit	Create a Contract Competition	N/A	20
	Contender	Participate in a Contract Competition	N/A	20
	One with the Shadows	Evade a Suspicious Enemy	N/A	20
	Silent Assassin	Achieve the Rating: Silent Assassin	N/A	20
	Inconspicuous	Remain Undetected through a Checkpoint	N/A	20
	Whoops	Achieve Your First Accident Kill	N/A	20
	One of the Guys	Successfully Avoid Detection by Blending-In	N/A	20
	Rocksteady	Perform a Point Shooting Resulting in 3 Kills	N/A	20
	Under Wraps	Hide a Body	N/A	20
	Sandman	Subdue a Person	N/A	20
	Heavy Burden	Assassinate Diana Burnwood	A Personal Contract	10
	Kingslayer	Assassinate the King of Chinatown	The King of Chinatown	10
	Chamber of Secrets	Locate Room 899	Terminus	10
	Catch a Ride	Escape the Police by Boarding the Train	Run for Your Life	10
	Forepost	Assassinate Wade's Men	Hunter and Hunted	10
	All Bark and No Bite	Assassinate Wade	Rosewood	10
	The Bartender Always Knows	Approach the Bartender	Welcome to Hope	10
	Signature Weapons	Acquire the Silverballer Pistols	Birdie's Gift	10
	Like Stealing Candy from a Baby	Pacify Lenny the Limp	Shaving Lenny	10
	Not Worth It	Leave Lenny Alive in the Desert	End of the Road	10
	Step into the Light	Exit the Mines	Dexter Industries	10
	A Heavy Blow	Assassinate the Facility's Lead Researchers	Death Factory	10
	Faith Can Move Mountains	Assassinate Sanchez in the Ring	Fight Night	10
	The Killing Fields	Eliminate the Saints	Attack of the Saints	10
	Jailbird	Gain Access to the Jail	Skurky's Law	10
	Hour of Reckoning	Approach the Church	Operation Sledgehammer	10
	True Form	Acquire the Suit and Gloves from Tommy Clemenza	One of a Kind	10
	Destroying Something Beautiful	Assassinate Layla	Blackwater Park	10
	The Final Countdown	Assassinate Blake Dexter	Countdown	10
	A Personal Contract	Assassinate Travis	Absolution	50
	Tools of the Trade	Collect all Disguises and Guns Available in the Safe House	Xbox 360 Exclusive	30

PlayStation 3 Trophies

Icon	Name	How to Complete:	Mission (if applicable):	Trophy
	Grand Master	Complete 100 Challenges	N/A	Gold
	Reach for the Stars	Complete 50 Challenges	N/A	Silver
	The Russian Hare	Perform 47 Precision Headshots with a Sniper Rifle	N/A	Bronze
	A Taste for the Game	Complete 10 Challenges	N/A	Bronze
	Absolution	Complete Hitman: Absolution on any Professional Difficulty	N/A	Bronze
	Jack of All Trades	Collect All Play Styles	N/A	Silver
	It's All in the Wrist	Perform a Lethal Throw Kill	N/A	Bronze
	Information is Power	Collect All Evidence	N/A	Silver
	Thumbs Up	"Like" a Contract	N/A	Silver
	Damage Control	Achieve a "Clear" After Being Spotted	N/A	Bronze
	Set for Life	In Contracts, Earn 1 Million Dollars	N/A	Silver
	Self-Improvement	Buy a Weapon Upgrade from the Safehouse	N/A	Bronze
	First Contract	Complete the Create Contract Tutorial	N/A	Bronze
	Blood Money	Complete the Play Contract Tutorial	N/A	Bronze
	True Potential	Unlock an Assassin Technique	N/A	Bronze
	Partners in Crime	Play a Contract Created by a Friend	N/A	Silver
	Competitive Spirit	Create a Contract Competition	N/A	Silver
	Contender	Participate in a Contract Competition	N/A	Silver
	One with the Shadows	Evade a Suspicious Enemy	N/A	Silver
	Silent Assassin	Achieve the Rating: Silent Assassin	N/A	Silver
	Inconspicuous	Remain Undetected Through a Checkpoint	N/A	Bronze
	Whoops	Achieve Your First Accident Kill	N/A	Bronze
	One of the Guys	Successfully Avoid Detection by Blending-In	N/A	Silver
	Rocksteady	Perform a Point Shooting Resulting in 3 Kills	N/A	Bronze
	Under Wraps	Hide a Body	N/A	Bronze
	Sandman	Subdue a Person	N/A	Bronze
	Heavy Burden	Assassinate Diana Burnwood	A Personal Contract	Bronze
	Kingslayer	Assassinate the King of Chinatown	The King of Chinatown	Bronze
	Chamber of Secrets	Locate Room 899	Terminus	Bronze
	Catch a Ride	Escape the Police by Boarding the Train	Run for Your Life	Bronze
	Forepost	Assassinate Wade's Men	Hunter and Hunted	Bronze
	All Bark and No Bite	Assassinate Wade	Rosewood	Bronze
	The Bartender Always Knows	Approach the Bartender	Welcome to Hope	Bronze
	Signature Weapons	Acquire the Silverballer Pistols	Birdie's Gift	Bronze
	Like Stealing Candy from a Baby	Pacify Lenny the Limp	Shaving Lenny	Bronze
	Not Worth It	Leave Lenny Alive in the Desert	End of the Road	Bronze
	Step into the Light	Exit the Mines	Dexter Industries	Bronze
	A Heavy Blow	Assassinate the Facility's Lead Researchers	Death Factory	Bronze
	Faith Can Move Mountains	Assassinate Sanchez in the Ring	Fight Night	Bronze
	The Killing Fields	Eliminate the Saints	Attack of the Saints	Bronze
	Jailbird	Gain Access to the Jail	Skurky's Law	Bronze
	Hour of Reckoning	Approach the Church	Operation Sledgehammer	Bronze
	True Form	Acquire the Suit and Gloves from Tommy the Tailor	One of a Kind	Bronze
	Destroying Something Beautiful	Assassinate Layla	Blackwater Park	Bronze
	The Final Countdown	Assassinate Blake Dexter	Countdown	Bronze
	A Personal Contract	Assassinate Travis	Absolution	Silver
	Top of Your Game	Collect All Trophies	PS3 Exclusive	Platinum



Campaign

Prologue: A Personal Contract

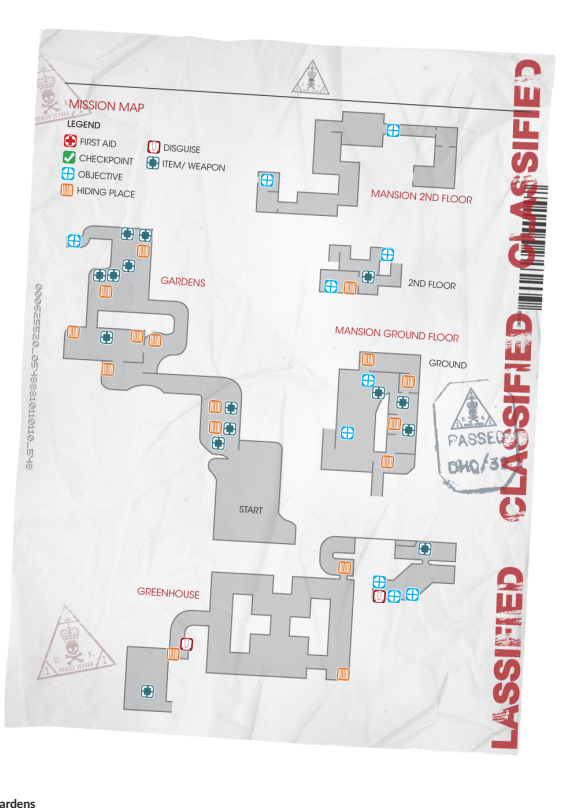
Briefing

According to ICA division chief Benjamin Travis, my former handler Diana Burnwood has gone rogue, taking with her a valuable Agency asset; a girl named Victoria. My objective: eliminate Diana and retrieve the girl. Personal note: Diana saved my life. Although grounds for termination are just, I take no pride in this assignment. She is my target. I must not get personally involved.

Initial Equipment

- Twin Silverballer Pistols
- Fiberwire

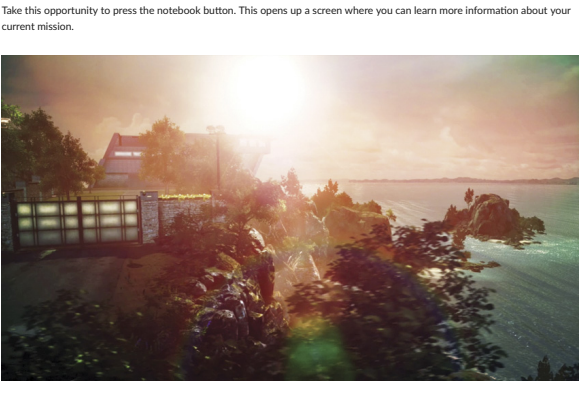
KILL ORDER /// BURNWOOD, DIANA /// PRIORITY 1A
KILL ORDER



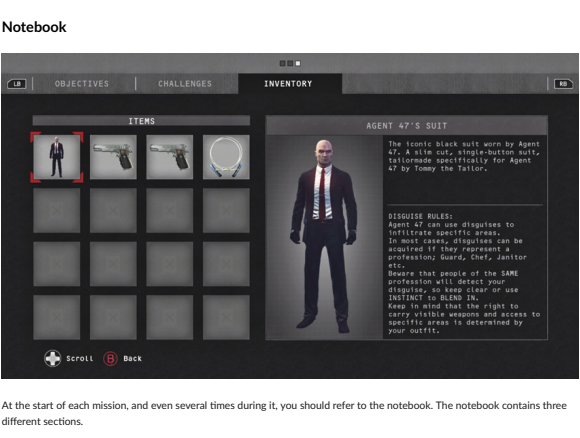
Gardens

Agent 47 drives up to the mansion where Diana Burnwood is hiding out. She is obviously expecting trouble and has guards patrolling inside and out. As an assassin of the highest caliber, you could just rush in and kill them all to get to your target. However, as a professional, you should only kill when you have to. If your employer wanted a bloodbath, they would have hired a paramilitary unit to wipe out everyone in the compound.

Your ride is an ice cream truck. While it allows you to arrive at the mansion without arousing suspicion, it is not up to your usual standard of transportation. After dealing with the guard at the gate and exiting the truck, start walking down the road. Take this opportunity to press the notebook button. This opens up a screen where you can learn more information about your current mission.



Notebook



AGENT 47'S SUIT

The iconic black suit worn by Agent 47. A slim cut, single-button suit, tailormade specifically for Agent 47 by Tommy the Tailor.

DISGUISE RULES:
Agent 47 can use disguises to infiltrate specific areas. In most cases, disguises can be acquired if they represent a profession; Guard, Chef, Janitor etc.
Beware that people of the SAME profession will detect your disguise, so keep clear or use INSTINCT to BLEND IN.
Keep in mind that the right to carry visible weapons and access to specific areas is determined by your outfit.

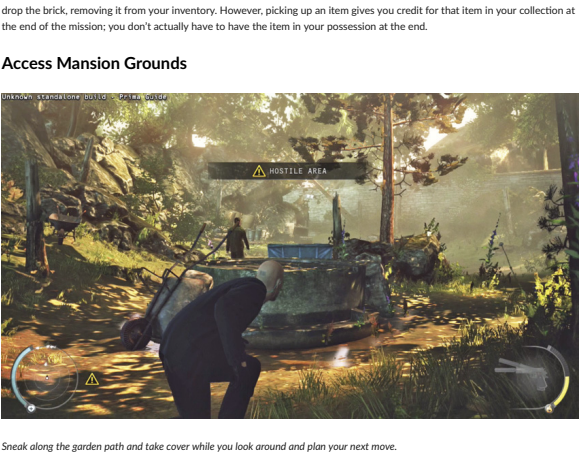
At the start of each mission, and even several times during it, you should refer to the notebook. The notebook contains three different sections.

Objectives: This section provides backstory for the mission and details what you must accomplish in order to complete the mission successfully. Always read this at the start of each mission. You may also receive new objectives during the mission, so check the notebook every so often for updated information.

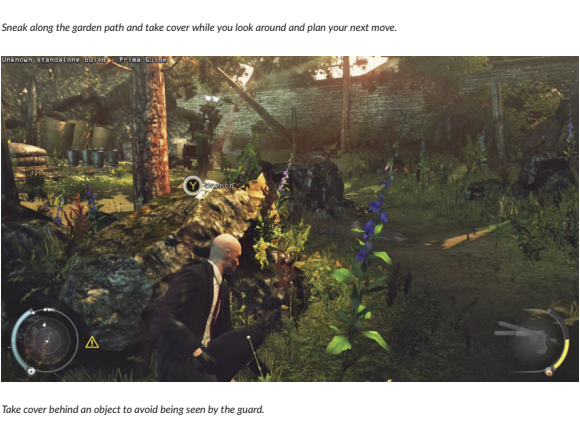
Challenges: This section lists all of the challenges available for the current mission. For most missions, it is impossible to complete all of the challenges during a single playthrough. You'll need to play a mission several times in order to meet all of the challenges. Highlight a challenge to display information about that challenge on the right side of the screen. At the start of a mission, peruse the challenges and become familiar with them so that you can try to complete them while going after your main objective. Not only can these challenges add variety to your missions, each completed challenge also adds a score modifier. The more challenges you complete, the greater the modifier. Some challenges have checklists that help you keep track of the requirements for that challenge.

Inventory: This last section shows what you are currently wearing, as well as the weapons and items you are carrying. As you pick up items, they appear here in your inventory. While you can pick up and carry multiple guns, you can only pick up and hold one item from the environment at a time. For example, if you are carrying a brick and want to pick up a wrench, you must first drop the brick, removing it from your inventory. However, picking up an item gives you credit for that item in your collection at the end of the mission; you don't actually have to have the item in your possession at the end.

Access Mansion Grounds



Sneak along the garden path and take cover while you look around and plan your next move.



Take cover behind an object to avoid being seen by the guard.

After checking your notebook, continue toward the gate of the mansion. Since the gate is most likely well protected and alarmed, veer off of the road and follow the path to the left that leads into the garden. Crouch down by pressing the sneak button and advance along the dirt walkway that leads to an area with garden tools and a guard. Since you're in a hostile area, make sure to avoid being seen by the guard. Ideally, you want to reach your main target without anyone knowing that you are there. As you get next to the concrete or rocks in this area, press the take cover button to move right up next to the object. While you are taking cover, you duck in behind an object. You cannot be seen as long as the object you are taking cover behind is between you and the observer. Keep in mind, however, that you can be discovered if an observer walks around the object.

Weapons & Equipment

Agent 47's Suit

The iconic black suit worn by Agent 47. A slim-cut, single button suit, made specifically for Agent 47 by Tommy Clemenza. While you can wear this suit in public without attracting attention, in the mansion and surrounding gardens it stands out and makes people realize that you do not belong there.

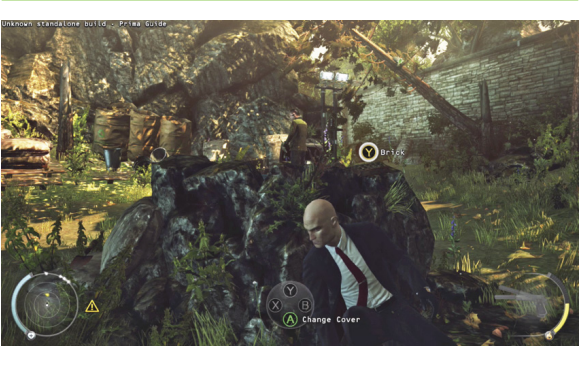
Tip

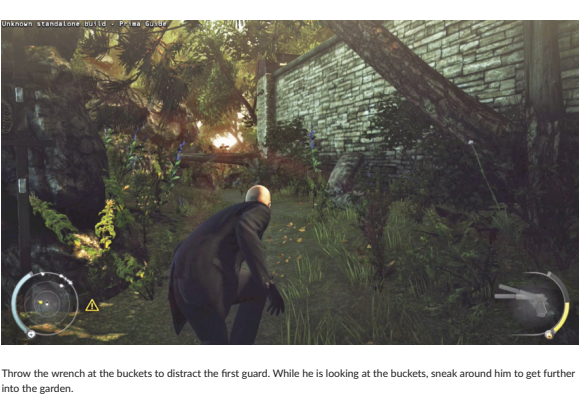
Sneaking around is an important skill for an assassin. While in a crouch you are more difficult to see and make less noise than you do while walking, but you also move slower. On the other hand, running makes even more noise than walking and also visually attracts more attention since motion is more easily detected than a stationary shape. As a general rule, when moving near enemies, stay low and go slow.

As you are hiding behind the cover, take a moment to observe the guard. If you try to move past him, he will see you. In this area there is a wrench, a brick, and an axe. The axe is stuck in a tree on the left, so you will probably be detected if you try to get it right away. The wrench, on the other hand, is on some nearby rocks. You can get to it while staying behind cover. Move next to the wrench and pick it up. Since you want to avoid hurting or killing non-target persons as a professional assassin, you can instead distract him. Hold down the aim button and an arc appears showing you the flight path of the wrench if you throw it. Place the end of the arc over the buckets near the guard and press the throw button to toss the wrench. It hits the buckets, and the screen momentarily brightens as a visual cue that the sound attracts the attention of the guard. As he walks over to the buckets to see what caused the noise, start moving and pass by him on the right. Stay crouched down in sneak mode and the guard will not hear you move past him.

Tip

Press the Instinct button to see people and find objects with which you can interact. Instinct will help you see the wrench and other items in this first garden area.





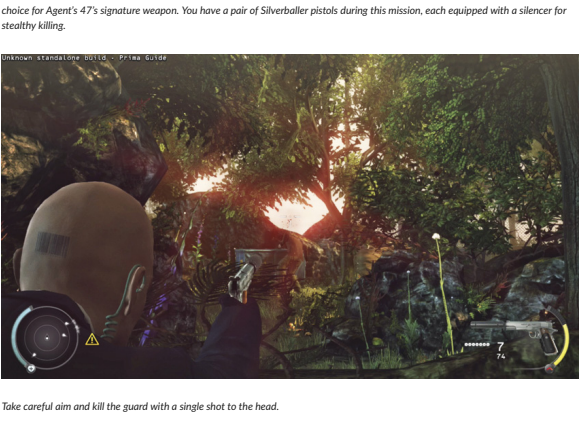
Throw the wrench at the buckets to distract the first guard. While he is looking at the buckets, sneak around him to get further into the garden.

Stop and take cover next to the trunk of the fallen tree. There is another guard up ahead by the gardening container. Since there is a lot of open ground between you and the guard, it's a good idea to take him out. Select one of the silenced Silverballer pistols and take aim at the guard's head. Pull the trigger and fire to kill him with a single shot. Once the guard is down, scale the tree to get over it and approach the body. If you leave the guard lying in the grass, he may be discovered, causing the guards to go on alert and actively search for you. Drag the body over to the gardening box and then hide it inside by following the on-screen prompts. As a general rule, if you have to kill or subdue a person, then hide the body. This makes the mission easier, and you also earn points for hiding bodies.

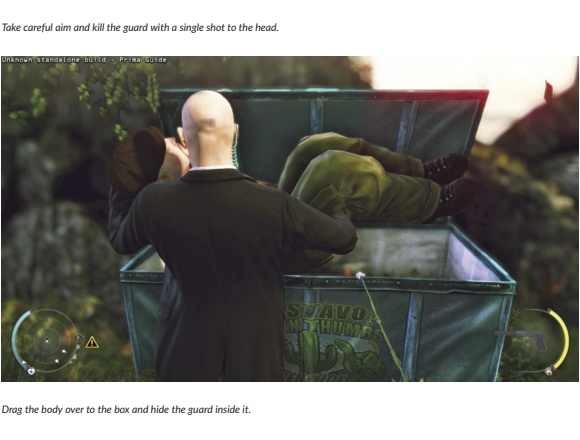
Weapons & Equipment

Silverballer

A high-powered semi-automatic pistol with adjustable sights and a grip safety. Damage, precision, and accuracy make it the perfect choice for Agent 47's signature weapon. You have a pair of Silverballer pistols during this mission, each equipped with a silencer for stealthy killing.



Take careful aim and kill the guard with a single shot to the head.

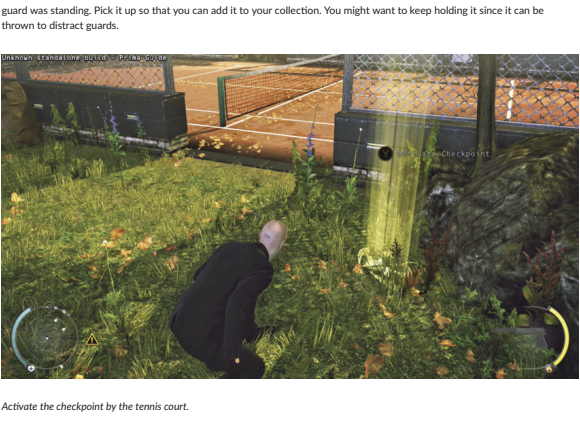


Drag the body over to the box and hide the guard inside it.

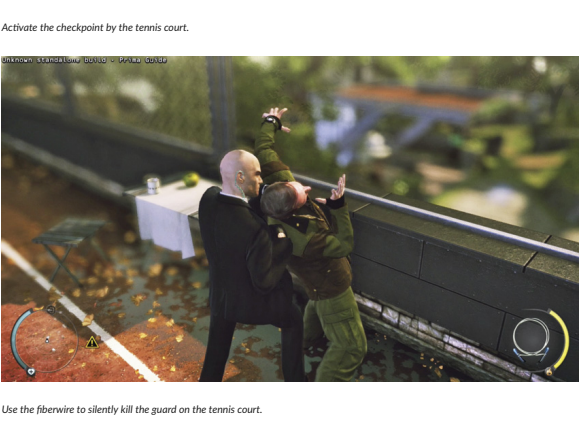
Infiltrate Gardens

After hiding the body, turn to the right and sneak toward the tennis court. To the right of the entrance is a checkpoint. Move over to the checkpoint and follow the on-screen prompts to activate it. If you die, you can now restart the mission at this checkpoint rather than from the beginning. As you advance through missions, there are additional checkpoints that you can activate when necessary.

There is another guard on the tennis court. He is looking over the garden below. Since you need to move through that garden, this guard must be neutralized. Switch to the fiberwire and move in behind the guard. Press the melee button as you get in close and wrap the fiberwire around the guard's neck to choke him. As you lower the body to the ground, you are already in a dragging position, so drag the body over to the garden box on the right side. There is a coffee mug on a table next to where the guard was standing. Pick it up so that you can add it to your collection. You might want to keep holding it since it can be thrown to distract guards.



Activate the checkpoint by the tennis court.



Use the fiberwire to silently kill the guard on the tennis court.

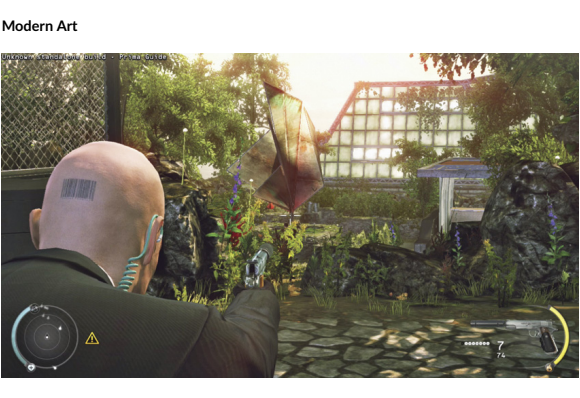
Weapons & Equipment

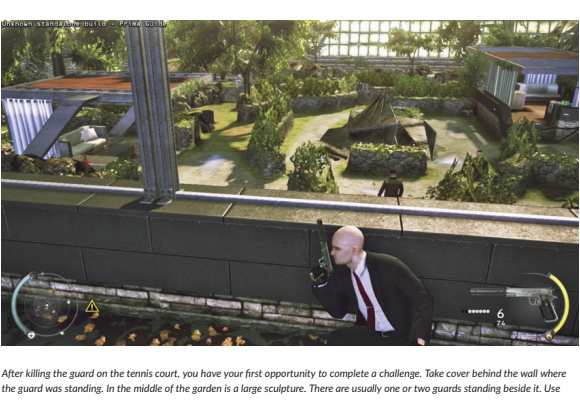
FiberWire

A strand of non-metallic fiber wire. The handles allow Agent 47 to apply all of his strength into pulling the wire tightly around the victim's neck.

CHALLENGE

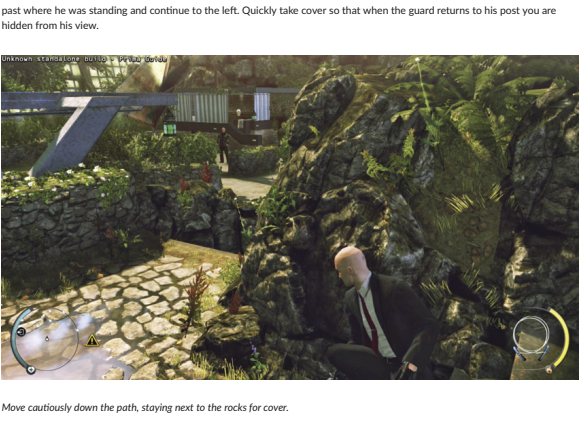
Modern Art



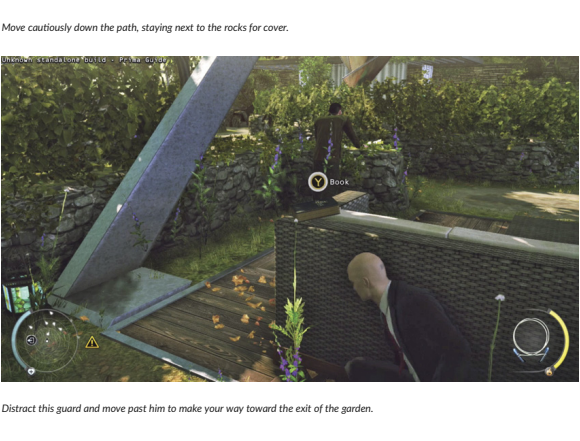


After killing the guard on the tennis court, you have your first opportunity to complete a challenge. Take cover behind the wall where the guard was standing. In the middle of the garden is a large sculpture. There are usually one or two guards standing beside it. Use Instinct to see if there are any guards in the garden looking in your direction. Wait until it is clear, then take aim with one of your silenced Silverballers and aim for the single metallic support at the base of the sculpture. Carefully squeeze the trigger to fire a single round. As you hit the support, the sculpture crashes down on top of any nearby guards, killing them instantly. Quickly take cover behind the wall since you are exposed while shooting. If guards head your way, climb into the garden box and hide there until the guards' alert level goes back down.

You now need to get through the garden. You have two choices. If you take the path to the right of the tennis court, you need to subdue or kill a guard along the path. This is easy. Just sneak up behind him and use the fiberwire, and then hide the body in a nearby tennis box. However, you can avoid killing anyone else if you move to the left side of the tennis court and then follow a path leading down into the garden. Take cover next to the rock border. When you get to the edge, wait until no one is looking and follow the on-screen prompts to roll across the path to the cover on the other side. Follow the cover to the rear of the covered seating area. Depending on whether you attempted the Modern Art challenge, there may or may not be a guard in front of the covered area. You can kill him and hide the body in a nearby box, but try distracting him instead. Throw the nearby book, or the coffee mug if you picked it up, to a spot along the path to the right of the guard. As he moves to investigate, sneak past where he was standing and continue to the left. Quickly take cover so that when the guard returns to his post you are hidden from his view.

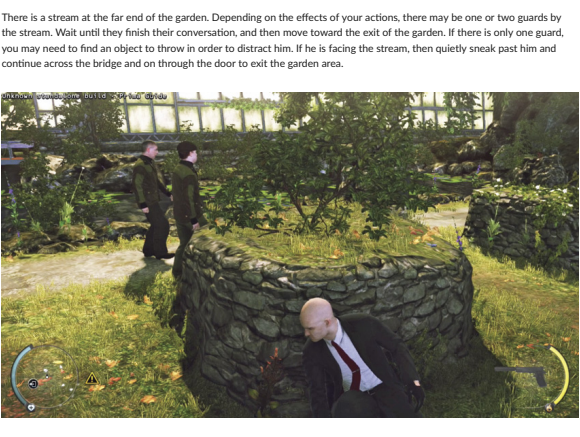


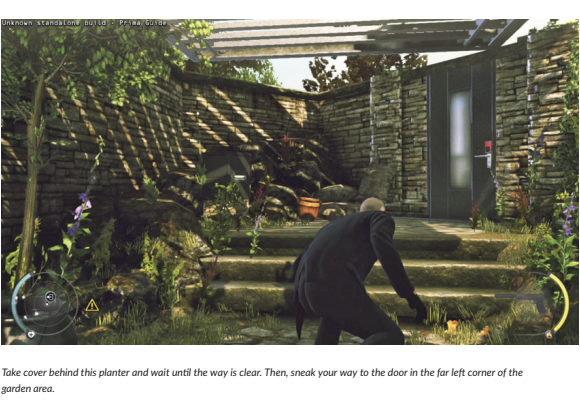
Move cautiously down the path, staying next to the rocks for cover.



Distract this guard and move past him to make your way toward the exit of the garden.

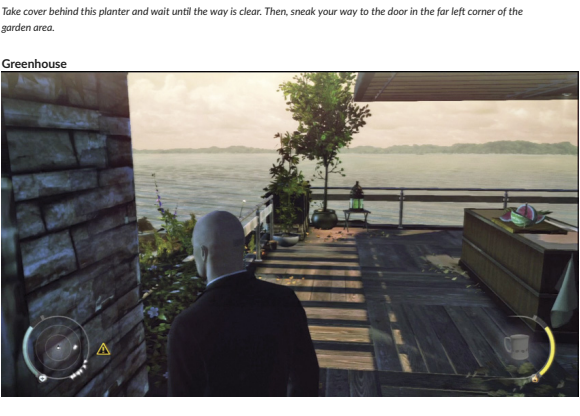
There is a stream at the far end of the garden. Depending on the effects of your actions, there may be one or two guards by the stream. Wait until they finish their conversation, and then move toward the exit of the garden. If there is only one guard, you may need to find an object to throw in order to distract him. If he is facing the stream, then quietly sneak past him and continue across the bridge and on through the door to exit the garden area.



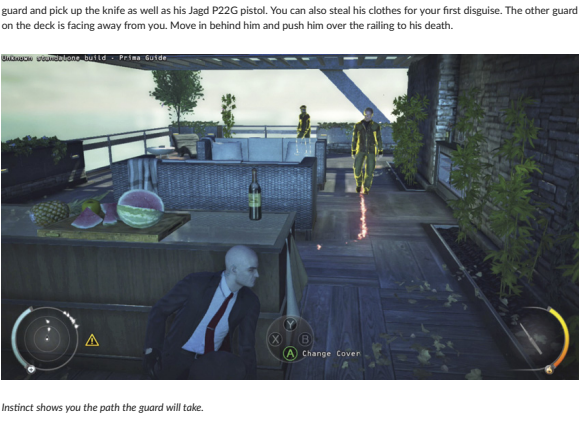


Take cover behind this planter and wait until the way is clear. Then, sneak your way to the door in the far left corner of the garden area.

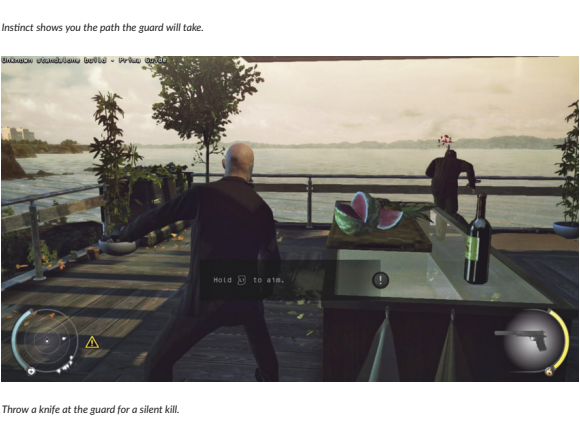
Greenhouse



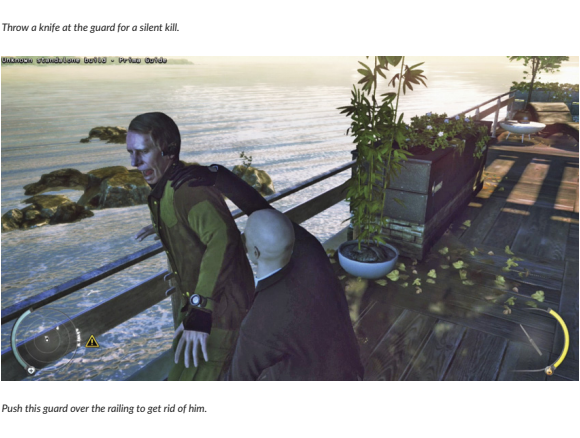
After moving through the door, you find yourself on a deck overlooking the sea. Quickly take cover behind the counter with a watermelon on top of it. You can pick up the fillet knife while you are hiding. Use Instinct as a guard walks toward you. A fiery path appears on the ground, showing you the route the guard takes right past you before he stops at the railing. Since you have a knife, you can use it to kill the guard. Move to the edge of the counter, hold the aim button, and then press the throw button once your aiming reticle is over the head of the guard. The knife flies through the air and kills the guard. Now move over to the guard and pick up the knife as well as his Jagd P22G pistol. You can also steal his clothes for your first disguise. The other guard on the deck is facing away from you. Move in behind him and push him over the railing to his death.



Instinct shows you the path the guard will take.



Throw a knife at the guard for a silent kill.



Push this guard over the railing to get rid of him.

CHALLENGE

Chameleon

This mission has four disguises you must use in order to complete this challenge. The first is the outside guard uniform, which you can get from the guard you killed with the knife. The other disguises are a gardener, an inside guard, and a chef. In order to begin working toward this challenge, take the uniform from the guard on the deck.

Weapons & Equipment

Jagd P22G

A modern and reliable top-tier pistol, the weapon's high accuracy makes it the preferred choice of professionals.

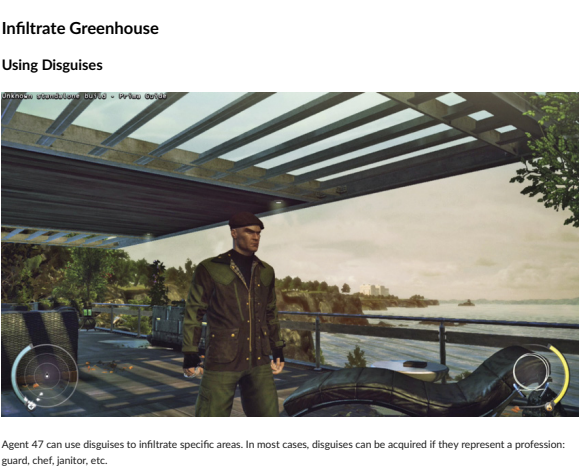
Weapons & Equipment

Mansion Exterior Guard

This outfit is worn by the lower level security guards patrolling the outside perimeter of Diana Burnwood's mansion. While wearing this, you can move throughout the garden and greenhouse areas.

Infiltrate Greenhouse

Using Disguises



Agent 47 can use disguises to infiltrate specific areas. In most cases, disguises can be acquired if they represent a profession: guard, chef, janitor, etc.

Beware that people of the same profession will detect your disguise, so keep clear of them or use Instinct to blend in. Keep in mind that the right to carry visible weapons and the right to access specific areas are both determined by your outfit.

Just to the right of the location where the second guard was standing is a wood chipper and a small table with a disguise sitting on it. Since you need to get through the greenhouse, a disguise will come in handy. While the guard uniform would work, if you want to complete the Chameleon challenge, you need to put on the Gardener disguise. Now you can move into the greenhouse. As you begin walking toward the entrance to the greenhouse, you see a gardener and a guard standing right outside the greenhouse. In order to enter, you must pass right between the two people. No matter which disguise you are wearing, one of the two might see through your disguise. Hold down the Instinct button as you walk by and continue on into the greenhouse.

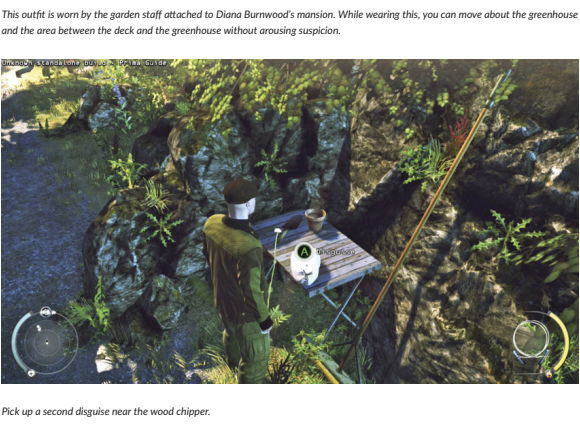
Tip

The wood chipper can be used as a place to hide a body. While most places can only hold two bodies, once you have placed a body in the wood chipper, then you can activate it and make room for another body. Use it to dispose of as many bodies as you want. However, as a professional assassin, try to avoid unnecessary bloodshed.

Weapons & Equipment

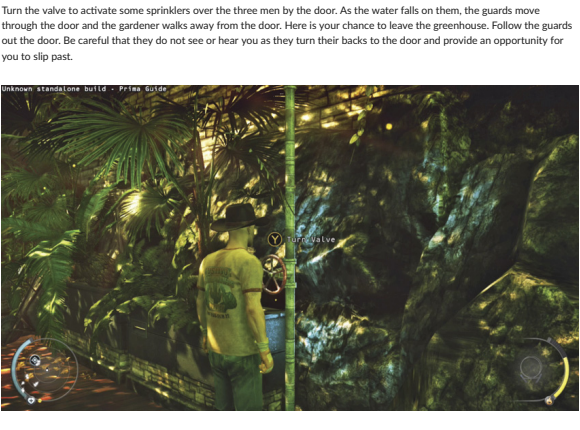
Gardener

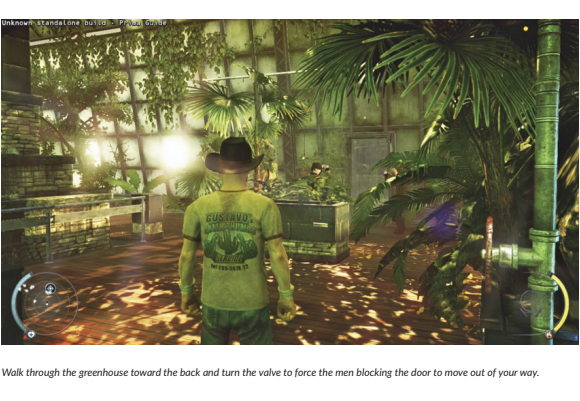
This outfit is worn by the garden staff attached to Diana Burnwood's mansion. While wearing this, you can move about the greenhouse and the area between the deck and the greenhouse without arousing suspicion.



Pick up a second disguise near the wood chipper.

Once inside the greenhouse, you need to get to the door on the far side of the structure. There are two different paths you can take toward the door. The one you choose depends on your disguise. There are several gardeners on the left side, and the right side of the greenhouse has a few guards. If you are in the guard disguise, go to the left past the gardeners so that you can save your Instinct. If you are wearing the gardener disguise, go to the right. As you approach the door leading out of the greenhouse, you see that there are a couple of guards and a gardener blocking your way. While you can burn a lot of Instinct to get past them if you are wearing the guard uniform, gardeners are not allowed to exit through that door. You need to find a way to get the three men to move out of your way. Walk to the back wall of the greenhouse and look for a valve on a pipe. Turn the valve to activate some sprinklers over the three men by the door. As the water falls on them, the guards move through the door and the gardener walks away from the door. Here is your chance to leave the greenhouse. Follow the guards out the door. Be careful that they do not see or hear you as they turn their backs to the door and provide an opportunity for you to slip past.





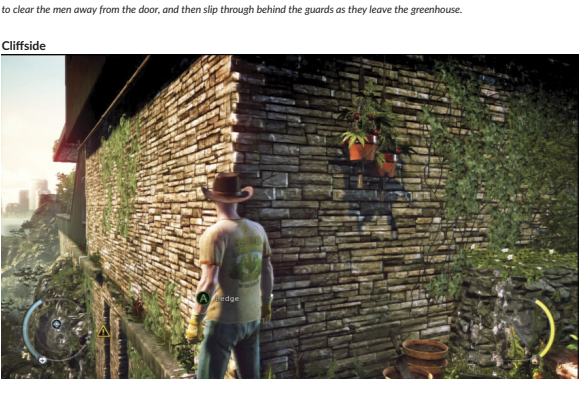
Walk through the greenhouse toward the back and turn the valve to force the men blocking the door to move out of your way.

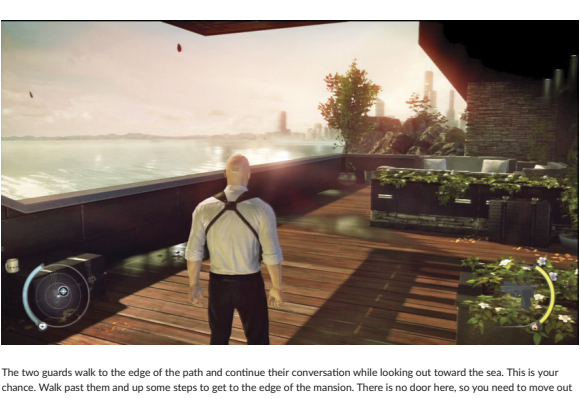
CHALLENGE

Suit Only

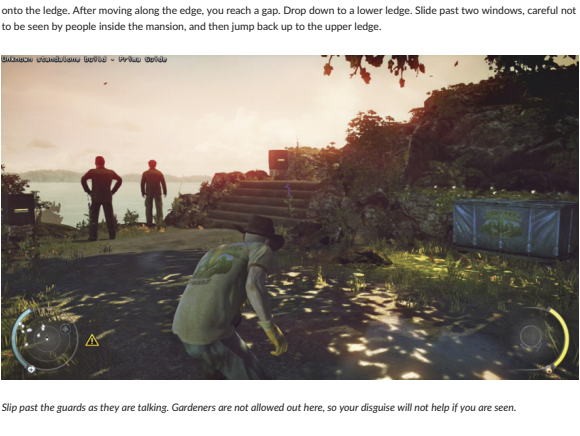
If you are trying to complete the Suit Only challenge, you cannot put on a disguise. Therefore, getting through the greenhouse can be difficult. You will have to do some killing. Try to lure the guard near the entrance toward the wood chipper and then subdue him after pretending to surrender. Once inside the greenhouse, sneak and use cover to move around. Also use objects to distract the guards on the right side of the structure by throwing them to one side of the area so they move away from your path to the valve. Turn the valve to clear the men away from the door, and then slip through behind the guards as they leave the greenhouse.

Cliffside

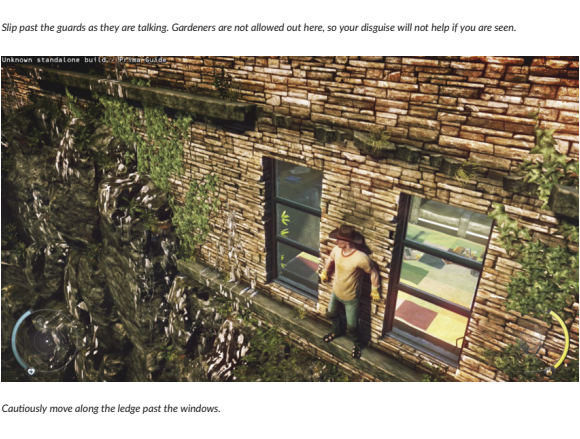




The two guards walk to the edge of the path and continue their conversation while looking out toward the sea. This is your chance. Walk past them and up some steps to get to the edge of the mansion. There is no door here, so you need to move out onto the ledge. After moving along the edge, you reach a gap. Drop down to a lower ledge. Slide past two windows, careful not to be seen by people inside the mansion, and then jump back up to the upper ledge.



Slip past the guards as they are talking. Gardeners are not allowed out here, so your disguise will not help if you are seen.



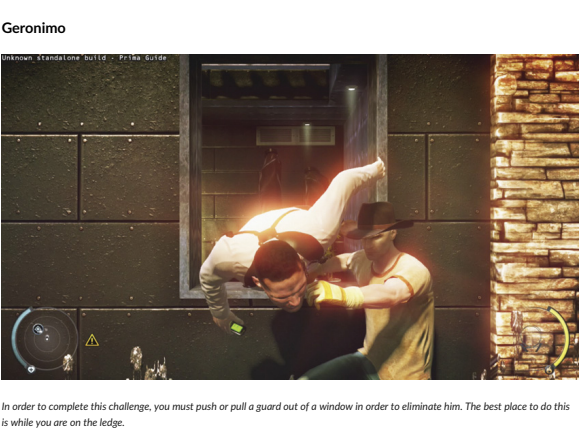
Cautiously move along the ledge past the windows.

Gain Access to the Mansion

Once back on the upper ledge, slide to the left until you are right next to the window. A guard is looking out the window while talking on a phone. Move closer and grab him to throw him out of the window and complete a challenge. Climb through the cleared window and get up onto the balcony.

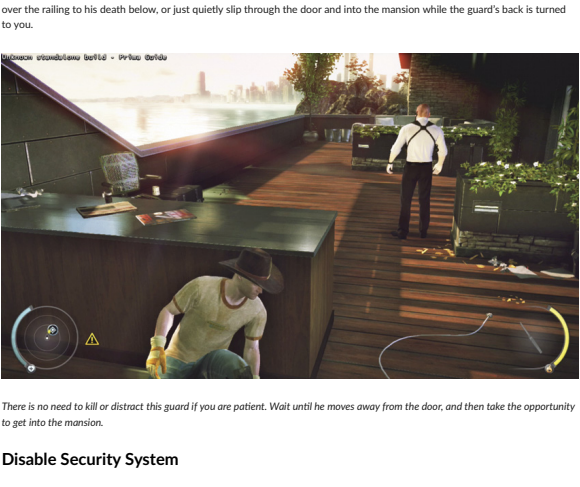
CHALLENGE

Geronimo



In order to complete this challenge, you must push or pull a guard out of a window in order to eliminate him. The best place to do this is while you are on the ledge.

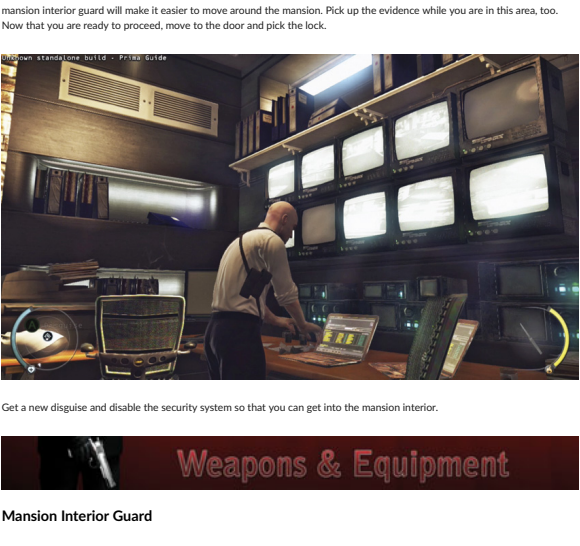
Climb through the window and immediately take cover behind the counter before the guard on the balcony sees you. There is a coffee mug on the counter that you can pick up and throw past the guard to distract him. Or you can just wait for him to move over to the railing. Stop by the nearby checkpoint and activate it. You can either move behind the guard and push him over the railing to his death below, or just quietly slip through the door and into the mansion while the guard's back is turned to you.



There is no need to kill or distract this guard if you are patient. Wait until he moves away from the door, and then take the opportunity to get into the mansion.

Disable Security System

Once inside the building, move toward the security console to the right. The door to the interior of the mansion is alarmed and locked. Disable the security system at the computer terminal. Also, pick up the disguise next to the terminal. Dressed as a mansion interior guard will make it easier to move around the mansion. Pick up the evidence while you are in this area, too. Now that you are ready to proceed, move to the door and pick the lock.



Get a new disguise and disable the security system so that you can get into the mansion interior.

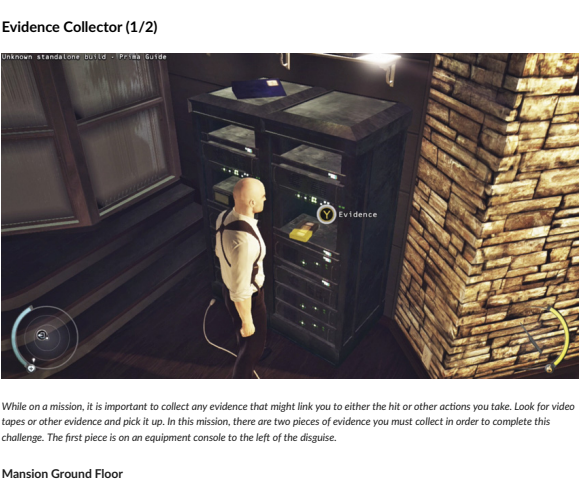
Weapons & Equipment

Mansion Interior Guard

This outfit is worn by the elite security force assigned to Diana Burnwood. These are primarily close-protection specialists and ex-special forces officers. While wearing this disguise, you can move throughout the mansion interior. If you get too close to other interior guards, however, they will be able to see through your disguise.

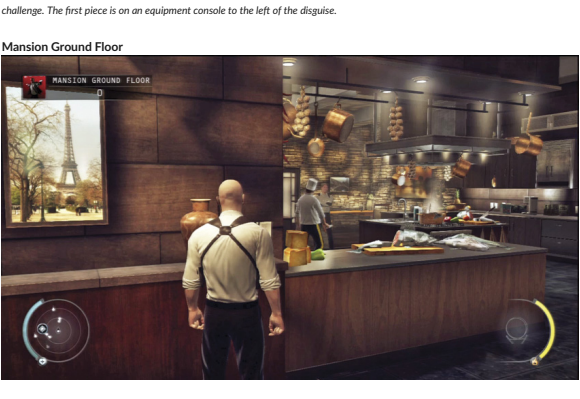
CHALLENGE

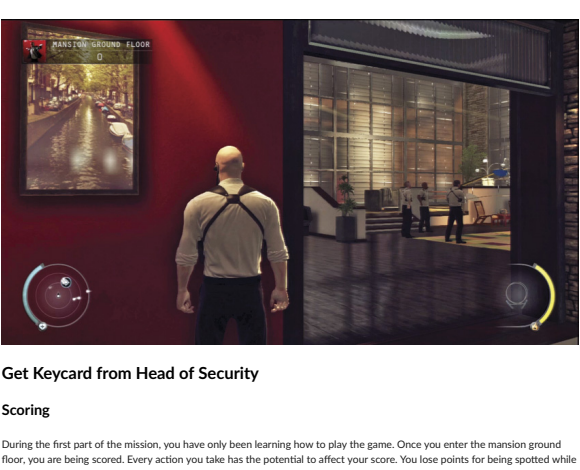
Evidence Collector (1/2)



While on a mission, it is important to collect any evidence that might link you to either the hit or other actions you take. Look for video tapes or other evidence and pick it up. In this mission, there are two pieces of evidence you must collect in order to complete this challenge. The first piece is on an equipment console to the left of the disguise.

Mansion Ground Floor

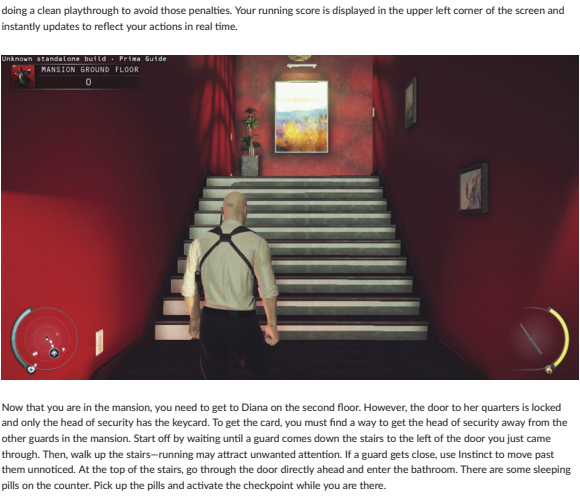




Get Keycard from Head of Security

Scoring

During the first part of the mission, you have only been learning how to play the game. Once you enter the mansion ground floor, you are being scored. Every action you take has the potential to affect your score. You lose points for being spotted while not in a disguise or when someone sees through your disguise, as well as for killing or pacifying enemies. You can also earn points by killing your target, completing objectives, removing evidence, hiding bodies, making headshots, performing silent kills, and performing signature kills. Completing challenges also provides bonuses to your score. If you want to maximize your score, then complete as many challenges as possible. Once a challenge has been completed, that bonus remains for future playthroughs of the same mission. Therefore, during your first few plays through a mission, go after the challenges (some of which may require killing civilians or non-target persons). Then, once you have the bonuses, go through again and focus on doing a clean playthrough to avoid those penalties. Your running score is displayed in the upper left corner of the screen and instantly updates to reflect your actions in real time.



Now that you are in the mansion, you need to get to Diana on the second floor. However, the door to her quarters is locked and only the head of security has the keycard. To get the card, you must find a way to get the head of security away from the other guards in the mansion. Start off by waiting until a guard comes down the stairs to the left of the door you just came through. Then, walk up the stairs—running may attract unwanted attention. If a guard gets close, use Instinct to move past them unnoticed. At the top of the stairs, go through the door directly ahead and enter the bathroom. There are some sleeping pills on the counter. Pick up the pills and activate the checkpoint while you are there.

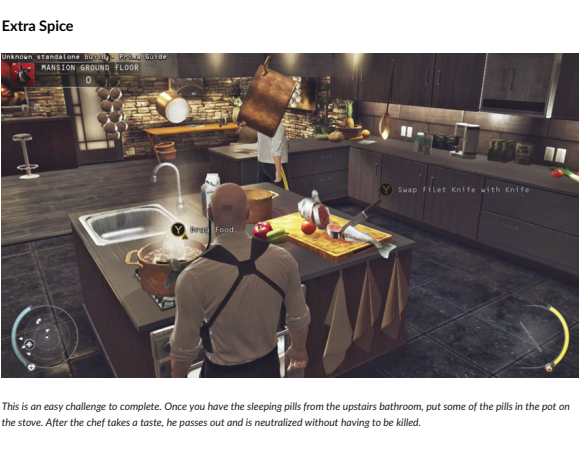
Tip

Pick up the statue bust on the table outside of the bathroom. It can be thrown as a distraction or used to hit a guard in the head. Even if you don't want it, pick it up and then drop it so that it is added to your collection.

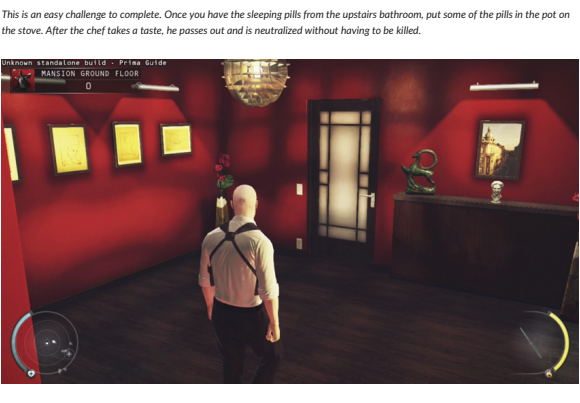
Exit the bathroom and head back down the stairs. Watch for the guard next to the railing on the second floor. While he usually stays by the railing, he occasionally walks into the bathroom and then back out again. At the bottom of the stairs, turn right and move toward the kitchen. A guard is talking to the chef. Hide behind the wall to the left of the kitchen so that the guard does not see you and realize you are an imposter. Wait there for him to leave and then enter the kitchen. The chef believes you are just one of the guards. While he is not looking, put some sleeping pills into the pot cooking on the stove. Then, back away and wait. The chef comes to taste the food in the pot and after a few seconds, walks over to a chair and passes out.

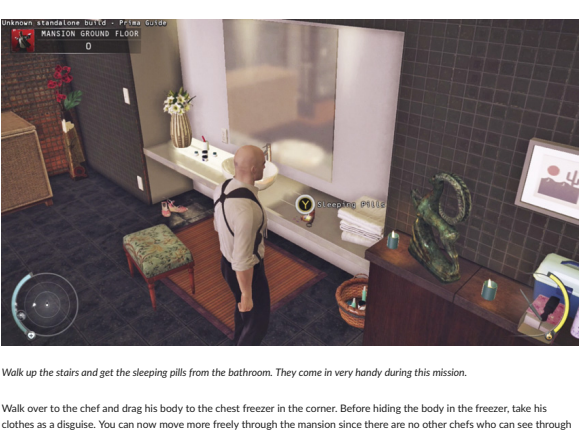
CHALLENGE

Extra Spice



This is an easy challenge to complete. Once you have the sleeping pills from the upstairs bathroom, put some of the pills in the pot on the stove. After the chef takes a taste, he passes out and is neutralized without having to be killed.





Walk up the stairs and get the sleeping pills from the bathroom. They come in very handy during this mission.

Walk over to the chef and drag his body to the chest freezer in the corner. Before hiding the body in the freezer, take his clothes as a disguise. You can now move more freely through the mansion since there are no other chefs who can see through your disguise. If you are collecting items, be sure to get the knife next to the stove, as well as the radio on the shelf near where the chef passes out.

Weapons & Equipment

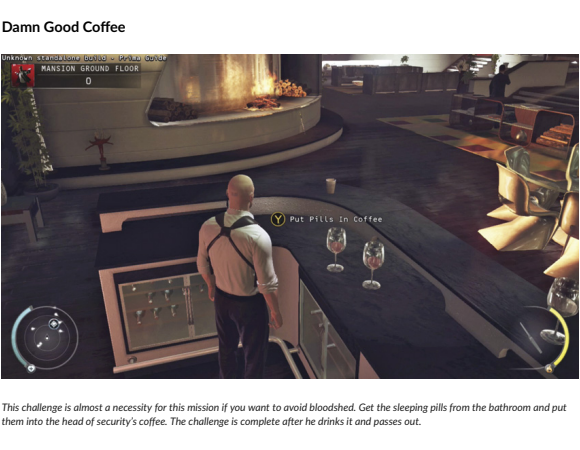
Chef

This uniform is worn by the master chef employed at Diana Burnwood's mansion. It is the fourth disguise you need to complete the Chameleon challenge, and it allows you to move all over the first floor of the mansion without raising any suspicion. Use it to explore the first floor.

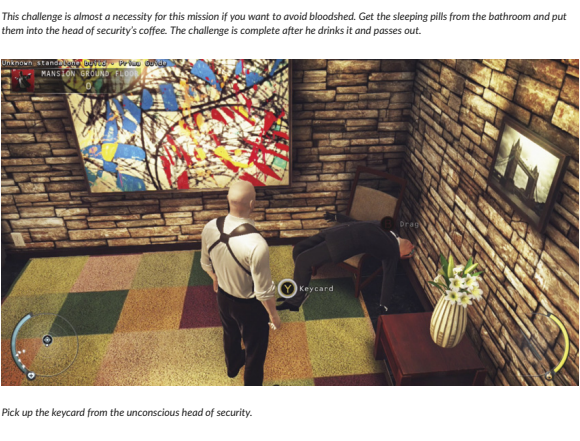
Now that you are in the chef's uniform, walk out into the main area of the first floor and look around. Pick up the poker by the fireplace to collect it. Don't forget to take the evidence on the small table near the back staircase. Finally, locate a coffee mug on the bar. This belongs to the head of security. Make sure no one is looking, and then put some sleeping pills into the mug. Now all you have to do is wait for the head of security to take a drink. Follow him to a back room where he passes out. Take the keycard from him and then drag the body into a nearby closet to hide it.

CHALLENGE

Damn Good Coffee



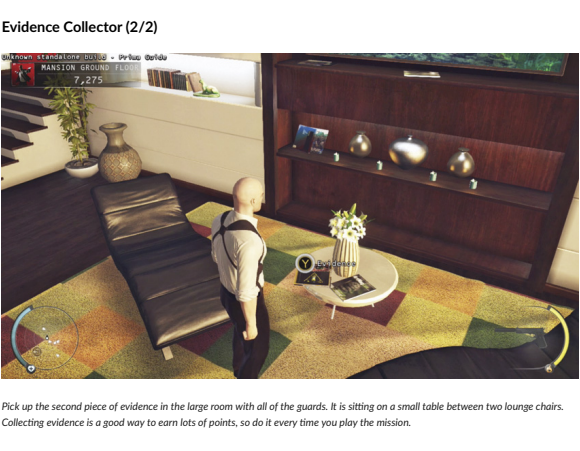
This challenge is almost a necessity for this mission if you want to avoid bloodshed. Get the sleeping pills from the bathroom and put them into the head of security's coffee. The challenge is complete after he drinks it and passes out.



Pick up the keycard from the unconscious head of security.

CHALLENGE

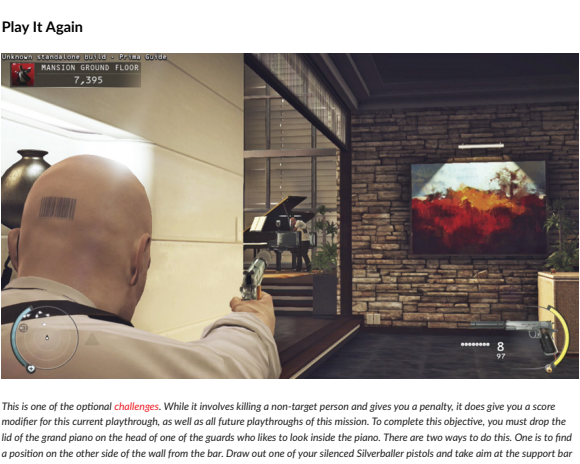
Evidence Collector (2/2)



Pick up the second piece of evidence in the large room with all of the guards. It is sitting on a small table between two lounge chairs. Collecting evidence is a good way to earn lots of points, so do it every time you play the mission.

CHALLENGE

Play It Again



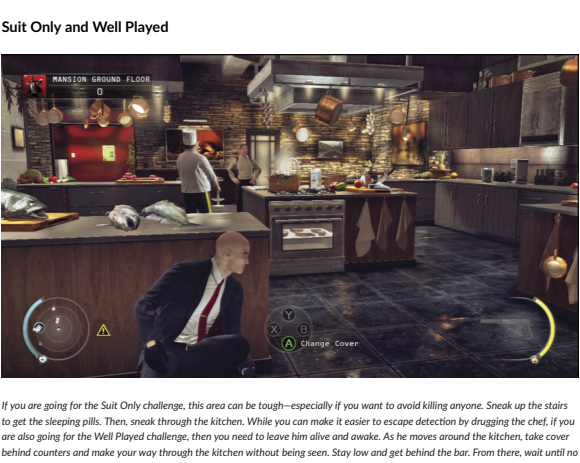
This is one of the optional challenges. While it involves killing a non-target person and gives you a penalty, it does give you a score modifier for this current playthrough, as well as all future playthroughs of this mission. To complete this objective, you must drop the lid of the grand piano on the head of one of the guards who likes to look inside the piano. There are two ways to do this. One is to find a position on the other side of the wall from the bar. Draw out one of your silenced Silverballer pistols and take aim at the support bar that holds up the lid of the piano while the guard is looking inside. Take the shot and then quickly holster your pistol before anyone sees you. The other way to do this challenge is to stand next to the piano while in the chef disguise and push the support bar out. This is tougher and you will need to make sure no one is looking if you want to avoid getting caught.

Locate Second Floor Entrance

Now that you have the keycard, head up the stairs to the second floor. Since the chef is not allowed on the second floor, you may want to change back into the guard uniform, or you can just sneak up the stairs and along the balcony to the door with the lock.

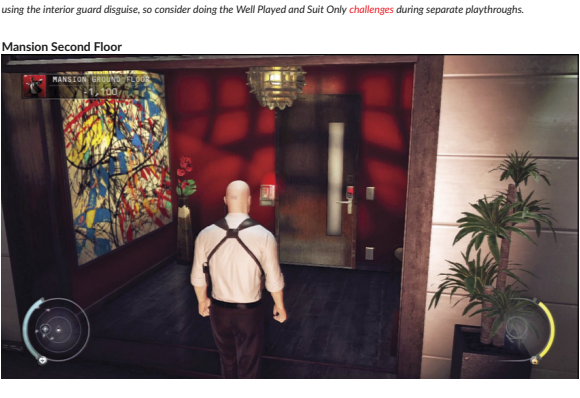
CHALLENGE

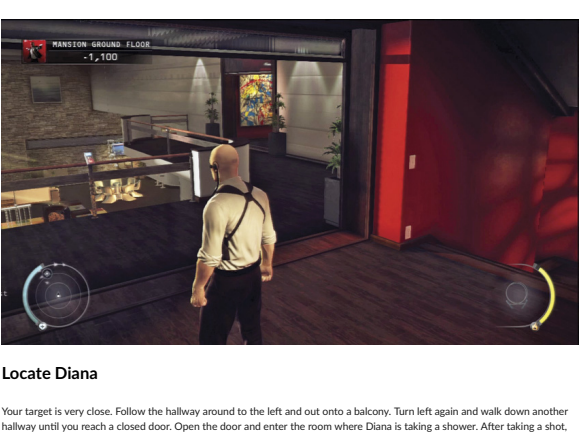
Suit Only and Well Played



If you are going for the Suit Only challenge, this area can be tough—especially if you want to avoid killing anyone. Sneak up the stairs to get the sleeping pills. Then, sneak through the kitchen. While you can make it easier to escape detection by drugging the chef, if you are also going for the Well Played challenge, then you need to leave him alive and awake. As he moves around the kitchen, take cover behind counters and make your way through the kitchen without being seen. Stay low and get behind the bar. From there, wait until no one is looking and put sleeping pills in the coffee mug. You can also activate the switch on the balcony near the bathroom to open the window blinds. As they open, all of the guards in the lower area turn to look out the windows, giving you an opportunity to move through the large room to get to the coffee. Then, duck behind the bar. Get to the closet in the corner room and wait for the head of security to come and pass out. Sneak through the kitchen once you have the keycard and continue up the stairs. When completing Well Played, you cannot kill or subdue anyone. Only the head of security can be knocked out using sleeping pills. This is easier to do using the interior guard disguise, so consider doing the Well Played and Suit Only challenges during separate playthroughs.

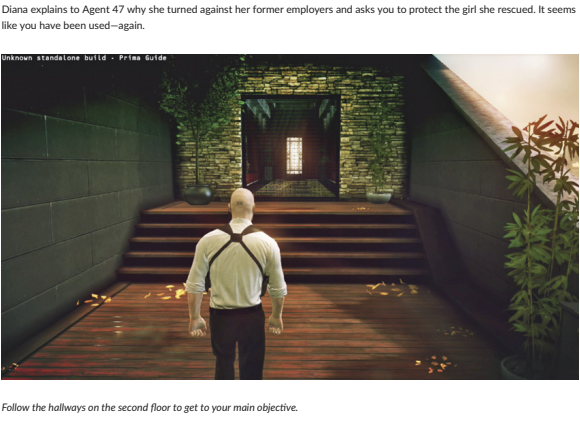
Mansion Second Floor



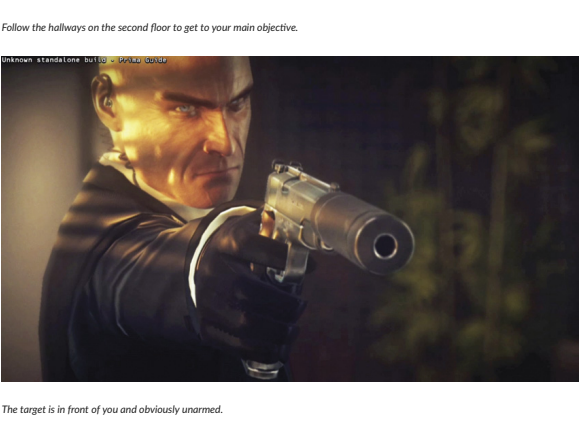


Locate Diana

Your target is very close. Follow the hallway around to the left and out onto a balcony. Turn left again and walk down another hallway until you reach a closed door. Open the door and enter the room where Diana is taking a shower. After taking a shot, Diana explains to Agent 47 why she turned against her former employers and asks you to protect the girl she rescued. It seems like you have been used—again.



Follow the hallways on the second floor to get to your main objective.



The target is in front of you and obviously unarmed.

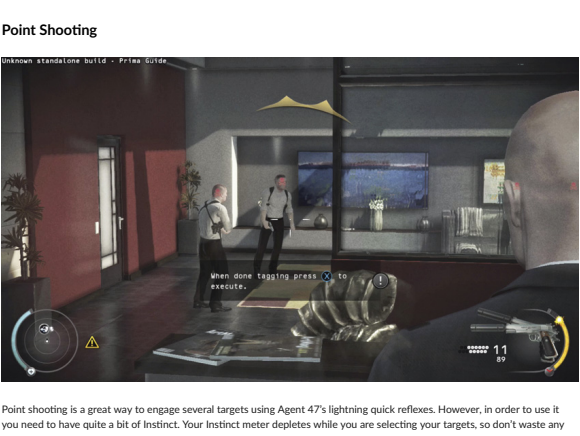
Achievements

Heavy Burden: Infiltrate the mansion and assassinate Diana Burnwood to earn this award.

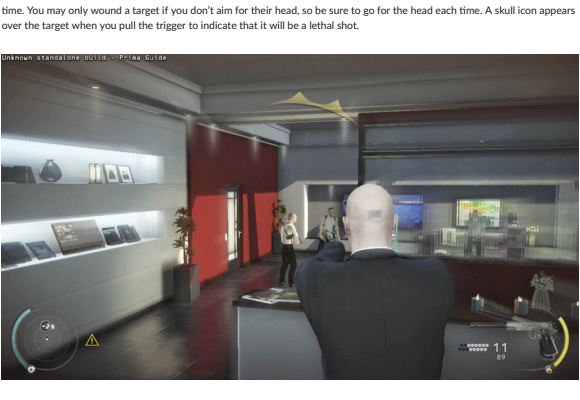
Get to Victoria

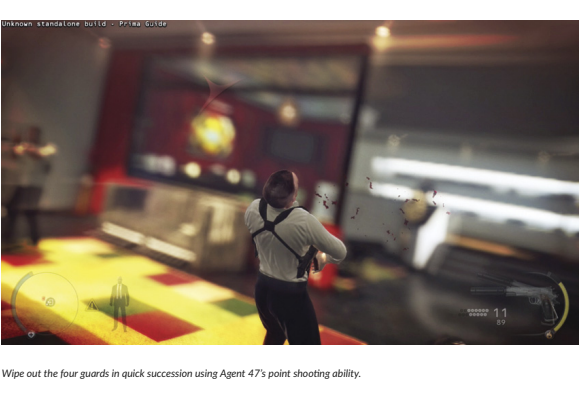
Your mission should have been completed, but Diana has given you a new objective. Move through several rooms on the second floor until you come to a closed door. There is nothing in these rooms to collect, so you may as well sprint. Open the door and take cover behind a short wall. There are four guards in the other room. Now is an excellent time to try out point shooting. Hold down the Instinct button and follow the on-screen prompts to begin the process. Place the cursor over the head of a guard and pull the trigger. Repeat this for all four guards, and then press the execute button to begin firing. Agent 47 will automatically engage all selected targets in rapid succession and clear the room.

Point Shooting



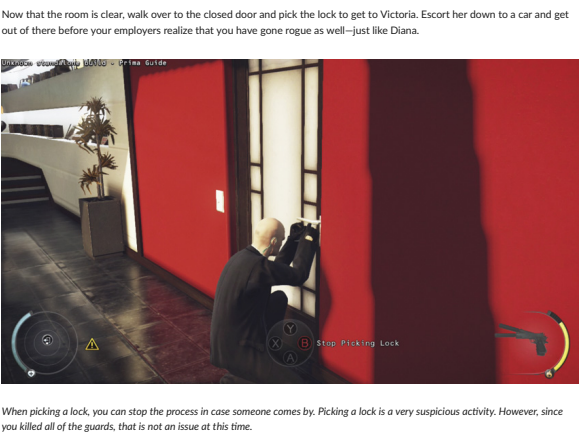
Point shooting is a great way to engage several targets using Agent 47's lightning quick reflexes. However, in order to use it you need to have quite a bit of Instinct. Your Instinct meter depletes while you are selecting your targets, so don't waste any time. You may only wound a target if you don't aim for their head, so be sure to go for the head each time. A skull icon appears over the target when you pull the trigger to indicate that it will be a lethal shot.





Wipe out the four guards in quick succession using Agent 47's point shooting ability.

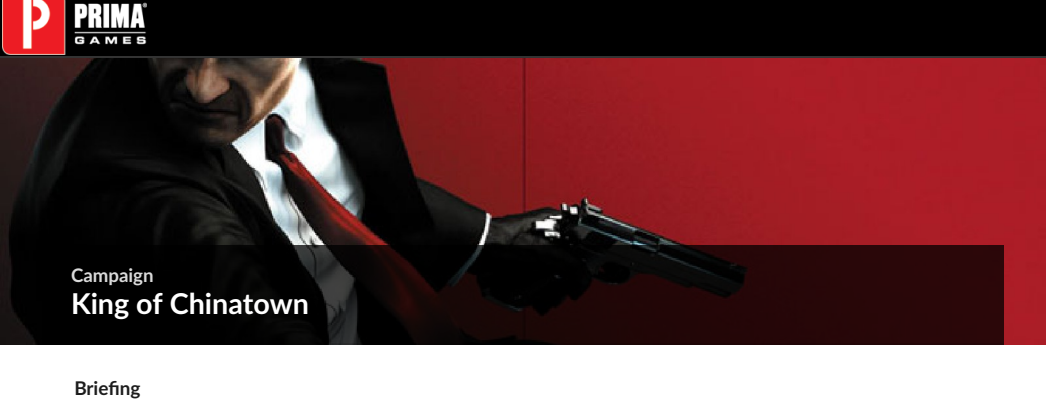
Now that the room is clear, walk over to the closed door and pick the lock to get to Victoria. Escort her down to a car and get out of there before your employers realize that you have gone rogue as well—just like Diana.



When picking a lock, you can stop the process in case someone comes by. Picking a lock is a very suspicious activity. However, since you killed all of the guards, that is not an issue at this time.

CHALLENGE

The Price of Treason



Campaign

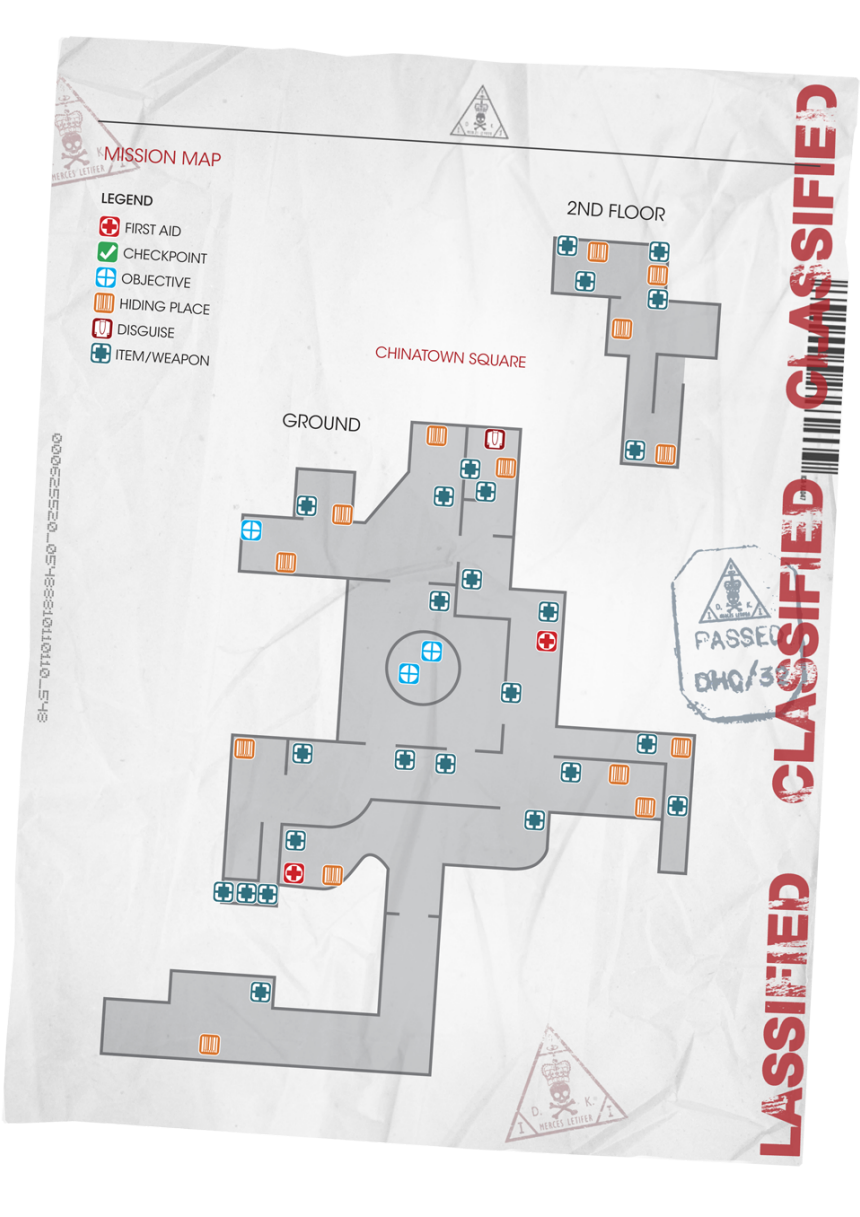
King of Chinatown

Briefing

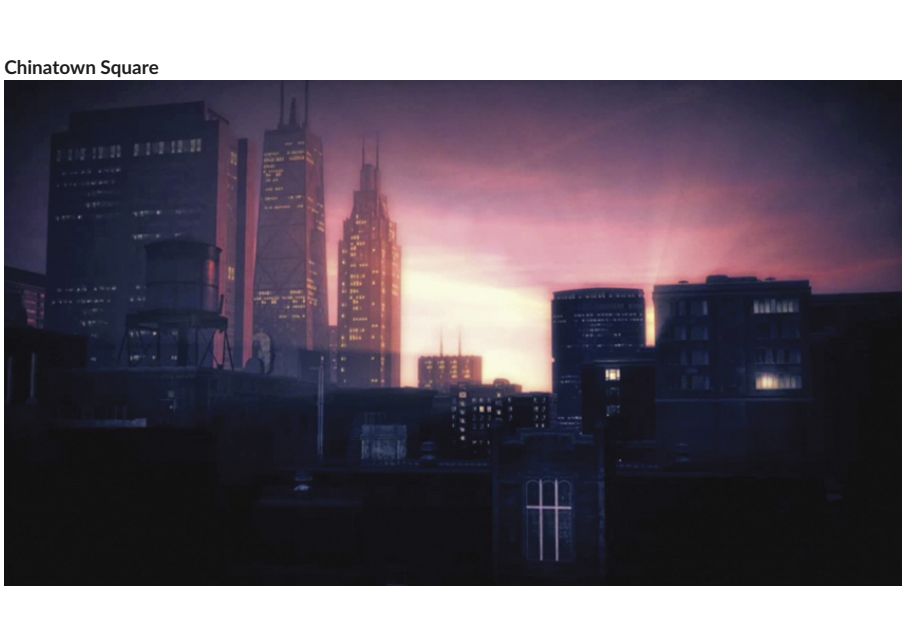
Birdie. He was once the Agency's top intelligence man. In order to protect the girl, I need him as my eyes and ears, but his services won't come cheap. This man is a merchant. Quid pro quo: everything comes with a price. To recruit him, I must first take out his business rival. Official contract or not, this "King of Chinatown" has to die.

Initial Equipment

- Twin Silverballer Pistols
- Fiberwire

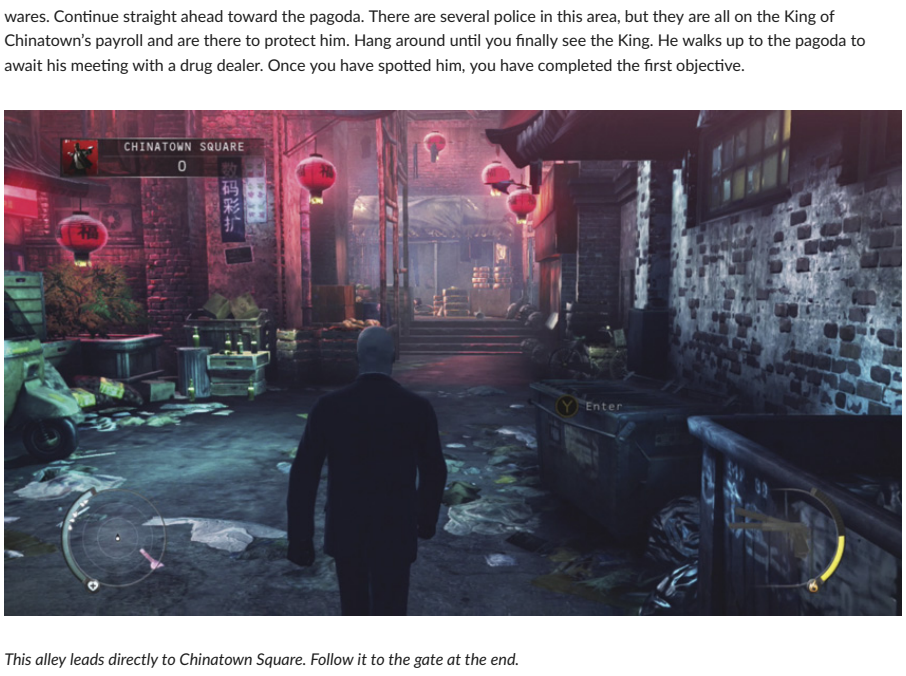


Chinatown Square

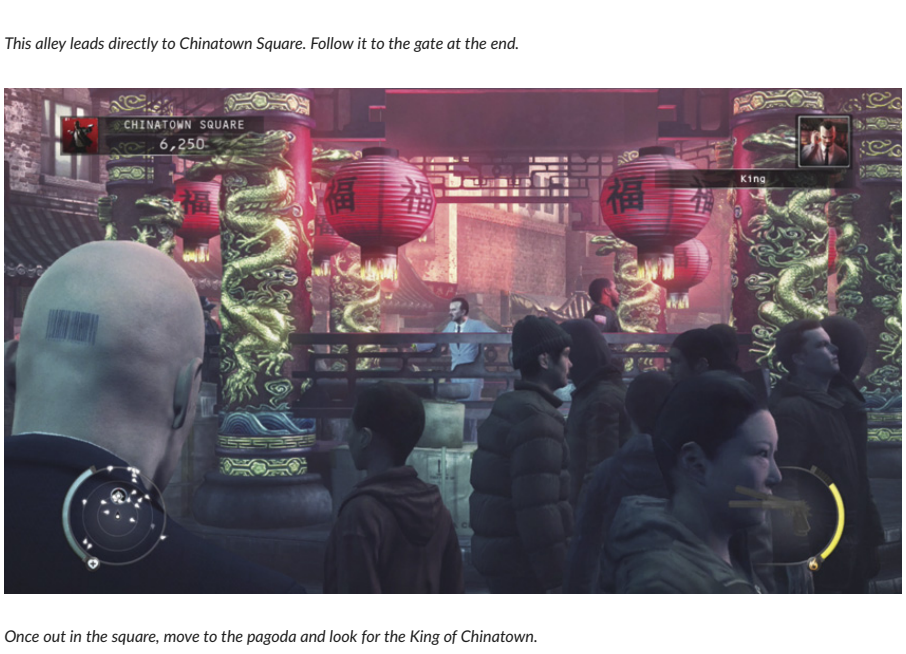


Locate the King of Chinatown

You begin in an alley outside of Chinatown Square in Chicago. Follow the alley around a corner to the left and all the way to a gate. Open the gate and enter the crowded square. There are a lot of people milling about and several vendors hawking their wares. Continue straight ahead toward the pagoda. There are several police in this area, but they are all on the King of Chinatown's payroll and are there to protect him. Hang around until you finally see the King. He walks up to the pagoda to await his meeting with a drug dealer. Once you have spotted him, you have completed the first objective.



This alley leads directly to Chinatown Square. Follow it to the gate at the end.



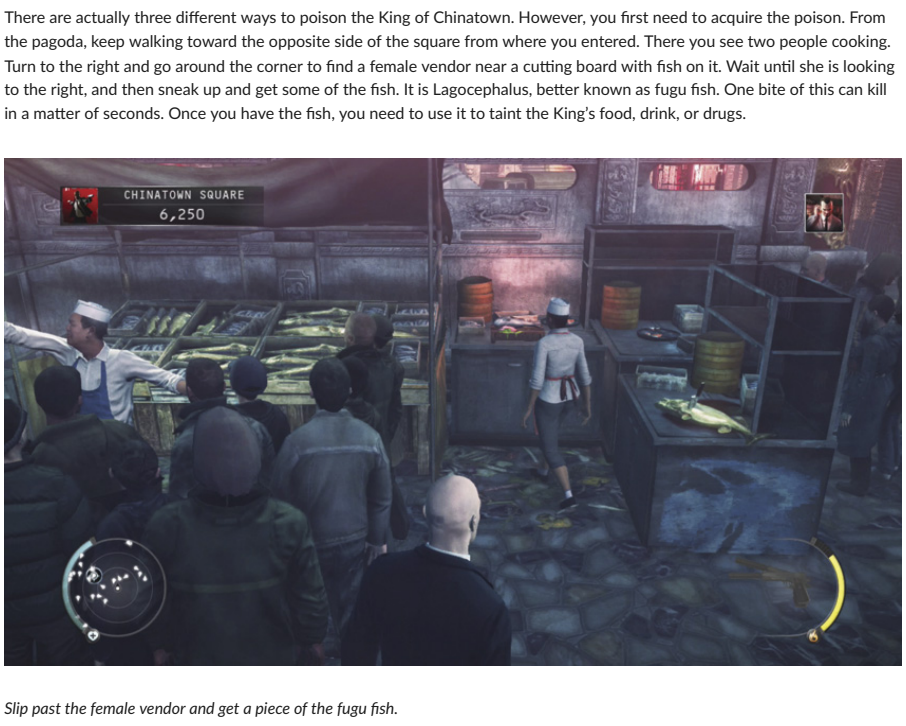
Once out in the square, move to the pagoda and look for the King of Chinatown.

Eliminate the King of Chinatown

The King is the local kingpin and a public figure. He has around-the-clock police protection and a weakness for cocaine. After locating the King, take a look around Chinatown Square. Use Instinct to help you scout out some potential locations for killing the King. There are many different ways to kill the King, and you will need to use them all in order to complete all of the challenges. You have to be very careful because there are a lot of police and civilian onlookers who can see your actions. The various ways to kill the target fall into five categories.

Poisoning

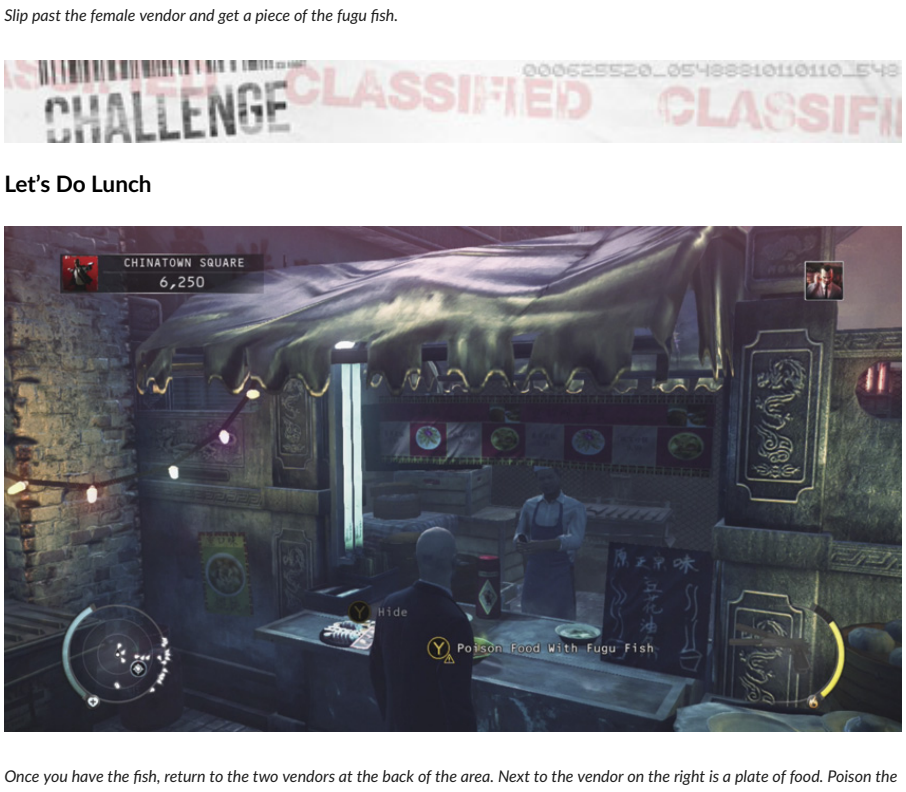
There are actually three different ways to poison the King of Chinatown. However, you first need to acquire the poison. From the pagoda, keep walking toward the opposite side of the square from where you entered. There you see two people cooking. Turn to the right and go around the corner to find a female vendor near a cutting board with fish on it. Wait until she is looking to the right, and then sneak up and get some of the fish. It is Lagocephalus, better known as fugu fish. One bite of this can kill in a matter of seconds. Once you have the fish, you need to use it to taint the King's food, drink, or drugs.



Slip past the female vendor and get a piece of the fugu fish.

CHALLENGE

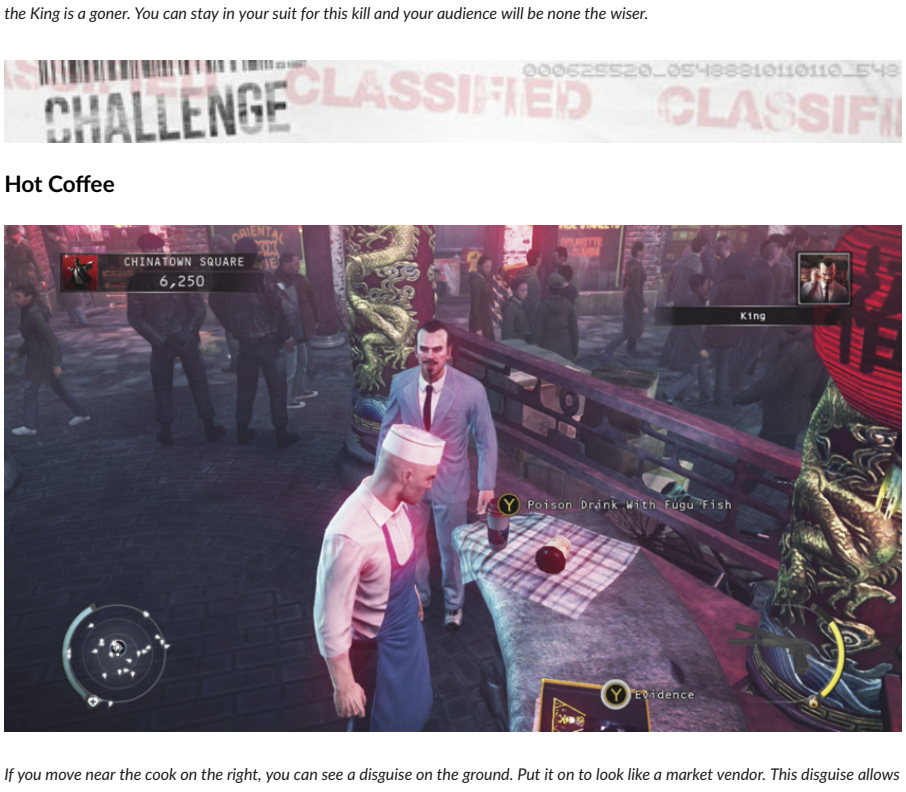
Let's Do Lunch



Once you have the fish, return to the two vendors at the back of the area. Next to the vendor on the right is a plate of food. Poison the food with the fugu fish. The King takes walks around the square, and one of his stops is to sample this vendor's food. Once he eats it, the King is a goner. You can stay in your suit for this kill and your audience will be none the wiser.

CHALLENGE

Hot Coffee



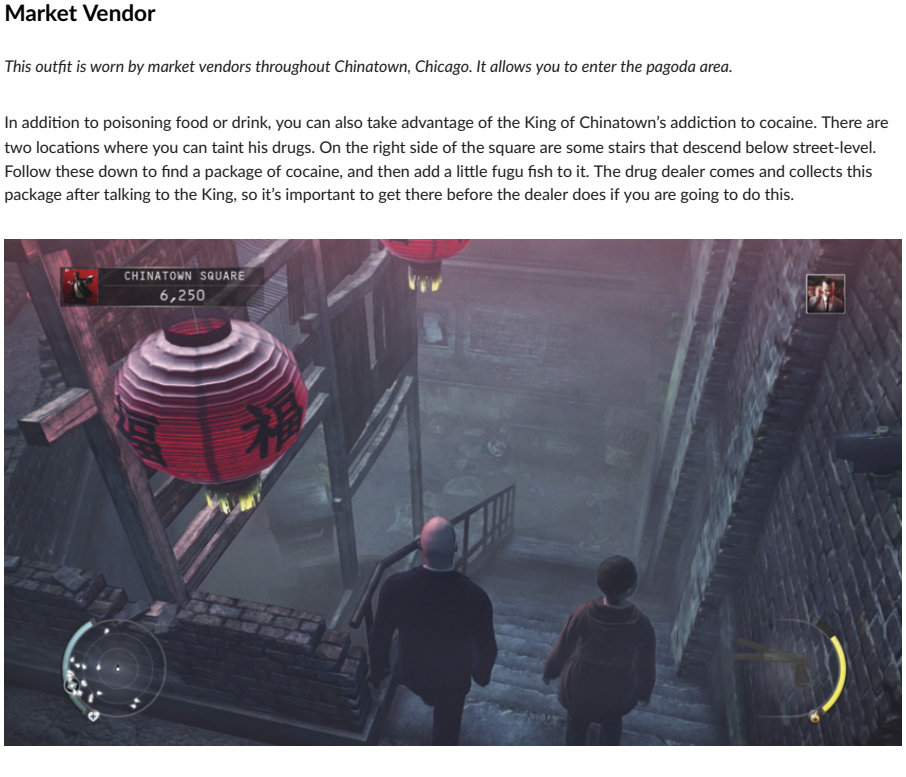
If you move near the cook on the right, you can see a disguise on the ground. Put it on to look like a market vendor. This disguise allows you to move into the pagoda without arousing suspicion. Once inside the pagoda, use the fugu fish to poison the King's mug of coffee. This drink will be his last.

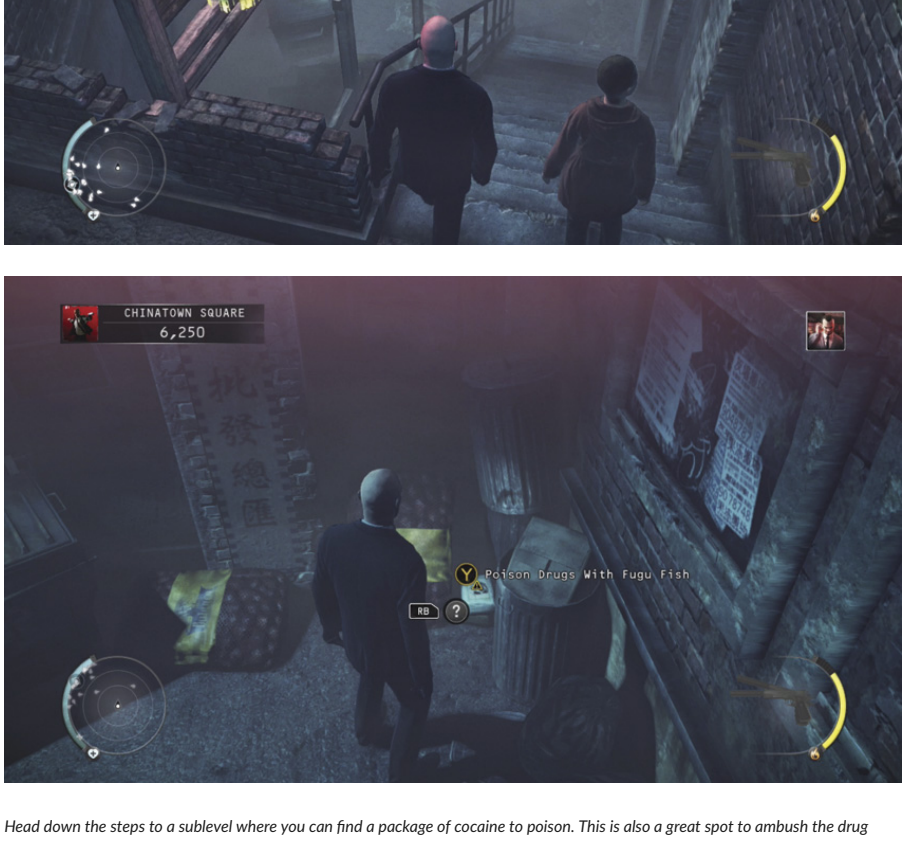
Weapons & Equipment

Market Vendor

This outfit is worn by market vendors throughout Chinatown, Chicago. It allows you to enter the pagoda area.

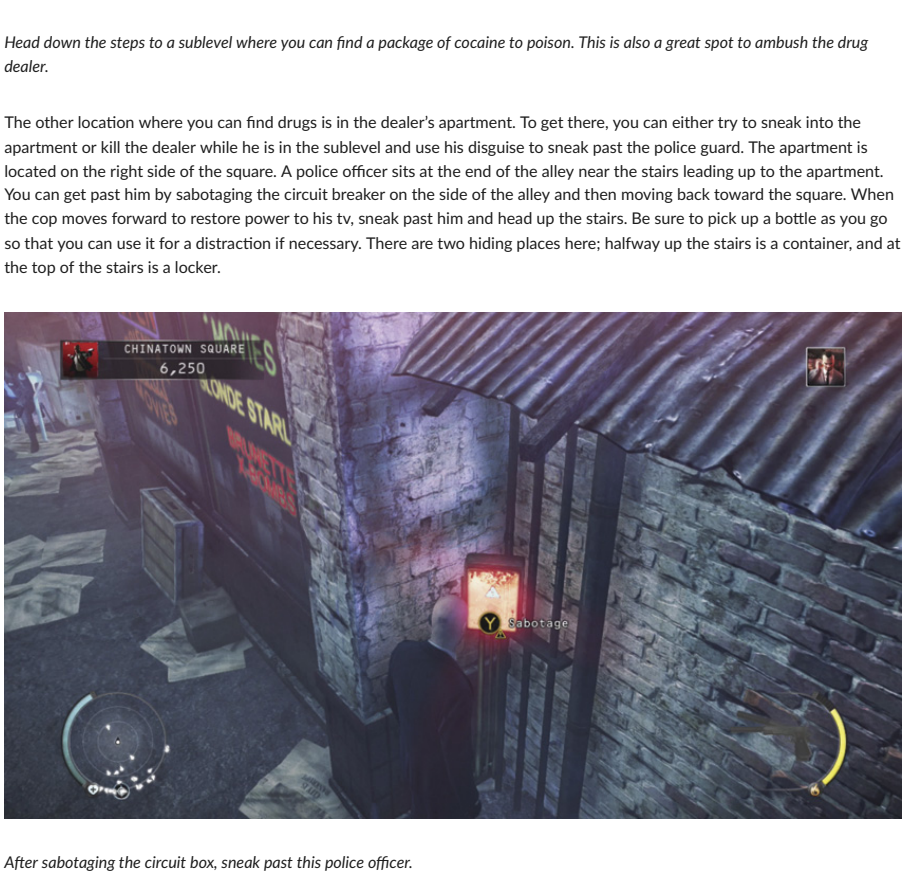
In addition to poisoning food or drink, you can also take advantage of the King of Chinatown's addiction to cocaine. There are two locations where you can taint his drugs. On the right side of the square are some stairs that descend below street-level. Follow these down to find a package of cocaine, and then add a little fugu fish to it. The drug dealer comes and collects this package after talking to the King, so it's important to get there before the dealer does if you are going to do this.





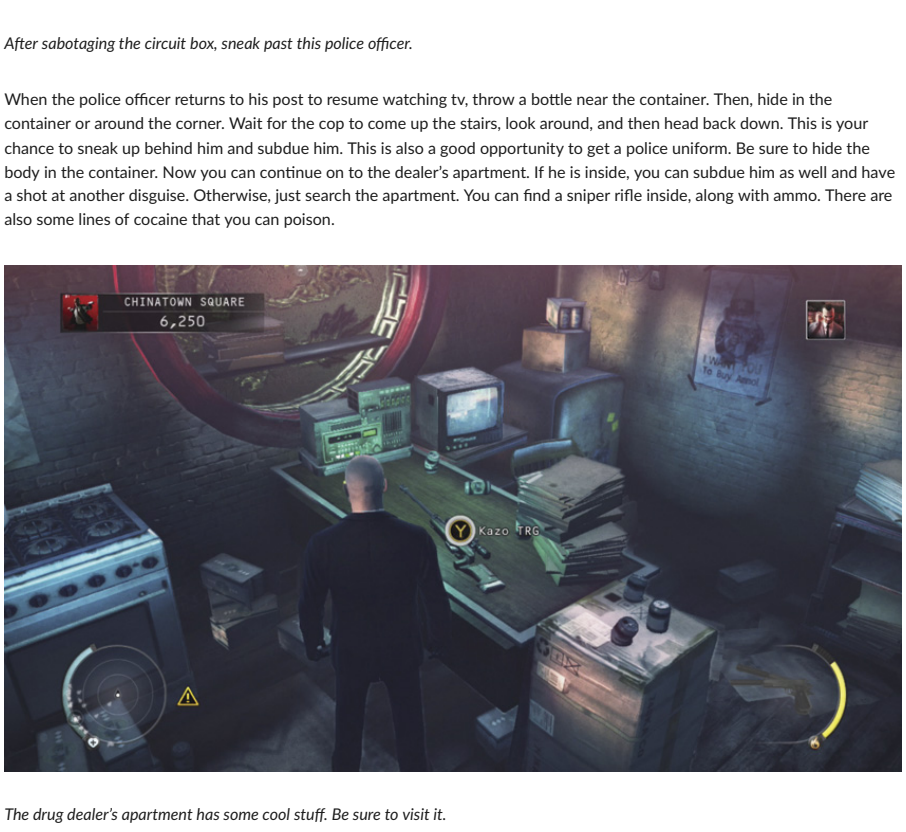
Head down the steps to a sublevel where you can find a package of cocaine to poison. This is also a great spot to ambush the drug dealer.

The other location where you can find drugs is in the dealer's apartment. To get there, you can either try to sneak into the apartment or kill the dealer while he is in the sublevel and use his disguise to sneak past the police guard. The apartment is located on the right side of the square. A police officer sits at the end of the alley near the stairs leading up to the apartment. You can get past him by sabotaging the circuit breaker on the side of the alley and then moving back toward the square. When the cop moves forward to restore power to his tv, sneak past him and head up the stairs. Be sure to pick up a bottle as you go so that you can use it for a distraction if necessary. There are two hiding places here; halfway up the stairs is a container, and at the top of the stairs is a locker.



After sabotaging the circuit box, sneak past this police officer.

When the police officer returns to his post to resume watching tv, throw a bottle near the container. Then, hide in the container or around the corner. Wait for the cop to come up the stairs, look around, and then head back down. This is your chance to sneak up behind him and subdue him. This is also a good opportunity to get a police uniform. Be sure to hide the body in the container. Now you can continue on to the dealer's apartment. If he is inside, you can subdue him as well and have a shot at another disguise. Otherwise, just search the apartment. You can find a sniper rifle inside, along with ammo. There are also some lines of cocaine that you can poison.



The drug dealer's apartment has some cool stuff. Be sure to visit it.

Weapons & Equipment

Z&M Model 60

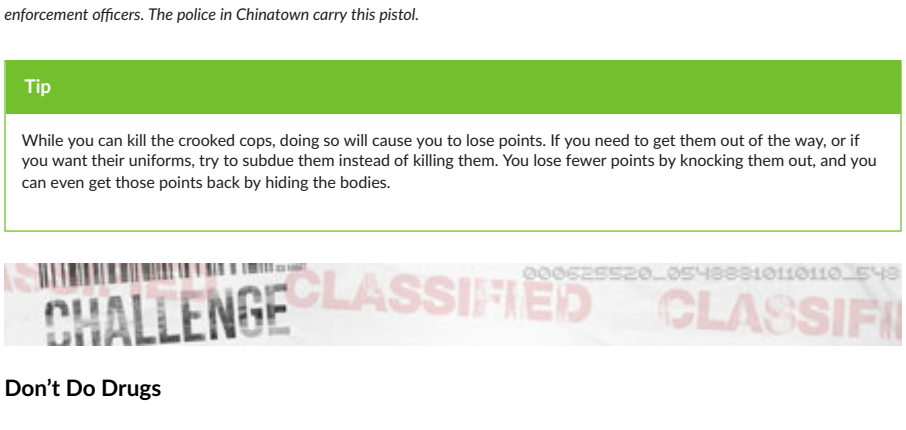
A lightweight revolver chambered for a hard-hitting .38 round. It is easy to carry and use, making it a firm favorite with law enforcement officers. The police in Chinatown carry this pistol.

Tip

While you can kill the crooked cops, doing so will cause you to lose points. If you need to get them out of the way, or if you want their uniforms, try to subdue them instead of killing them. You lose fewer points by knocking them out, and you can even get those points back by hiding the bodies.

CHALLENGE

Don't Do Drugs



Poison either the package of drugs in the sublevel area, or the drugs in the dealer's apartment. When the dealer takes the King to the apartment, the King samples the product and the blow really blows him away.

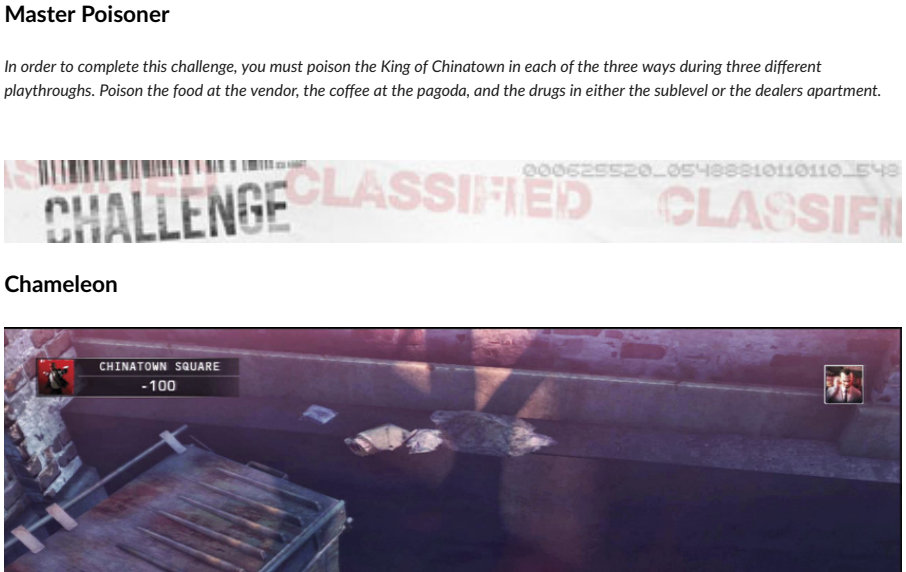
CHALLENGE

Master Poisoner

In order to complete this challenge, you must poison the King of Chinatown in each of the three ways during three different playthroughs. Poison the food at the vendor, the coffee at the pagoda, and the drugs in either the sublevel or the dealers apartment.

CHALLENGE

Chameleon



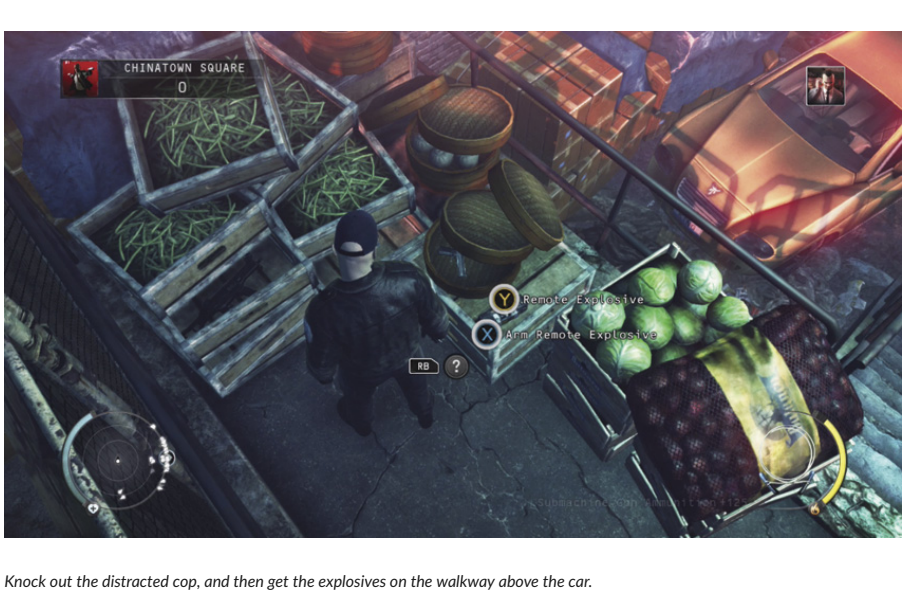
In order to complete this challenge, you need to use four different the disguises: market vendor, drug dealer, police officer, and SWAT team officer. The first three are fairly easy to get. The only way the SWAT team shows up is if someone sees you kill the King or a cop.

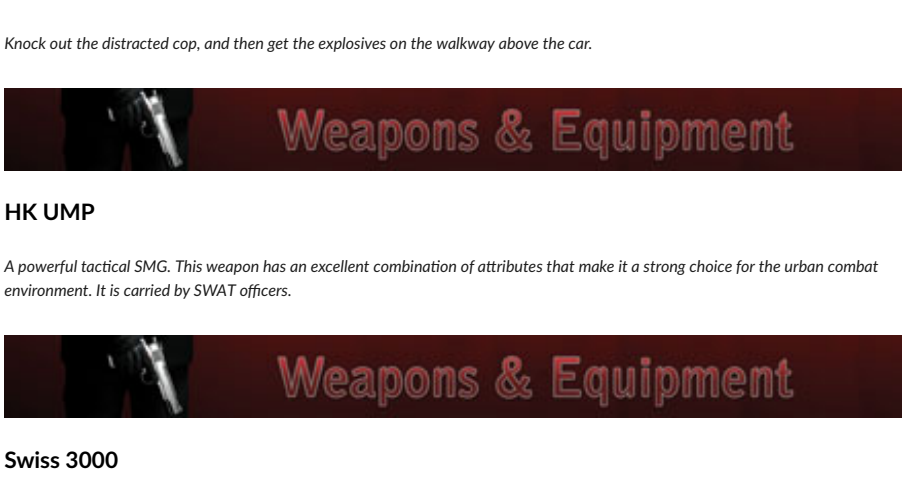
Tip

Some disguises can make it more difficult to move around Chinatown Square. Since there are a lot of police there, you can quickly use up your Instinct trying to avoid detection. The same goes for the market vendor disguise. They can be useful for certain things, but don't walk around too long in them unless you want to be detected.

Explosion

Another way to kill the King of Chinatown is to blow him up. To do this, you need a remote-controlled bomb. As you enter the square, head left to find the King's car. There is a single police officer guarding it. Pick up a nearby bottle and throw it toward the container in the corner when the cop is not looking at you. As the officer moves to investigate the sound, sneak up behind him and subdue him. You don't need his uniform, so just hide the body in the container. Now, head up the steps to the side of the car. At the top you can find a remote-controlled explosive. In addition, you can also find an HK UMP submachine gun, as well as a couple of Swiss 3000 pistols. Once you have the explosive, you are ready.





Knock out the distracted cop, and then get the explosives on the walkway above the car.

Weapons & Equipment

HK UMP

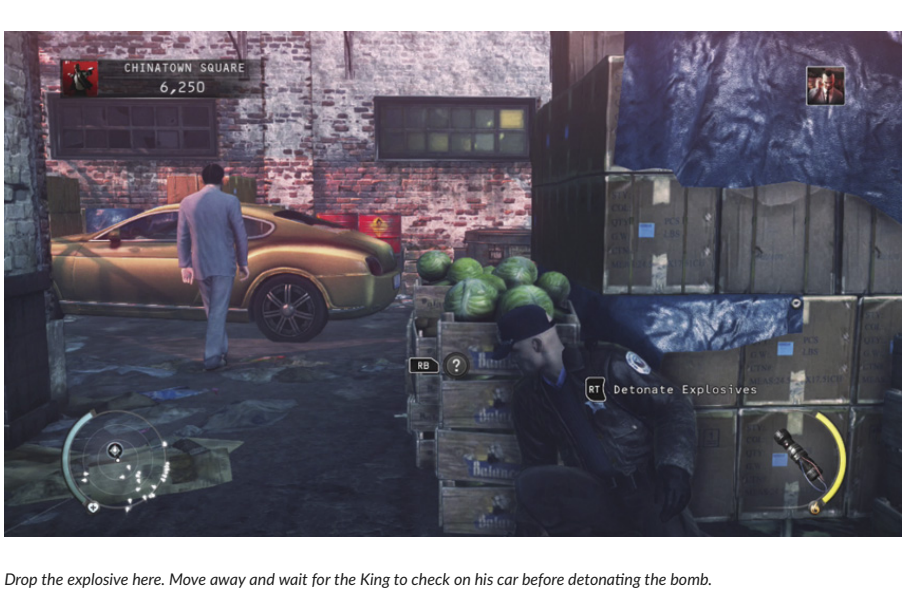
A powerful tactical SMG. This weapon has an excellent combination of attributes that make it a strong choice for the urban combat environment. It is carried by SWAT officers.

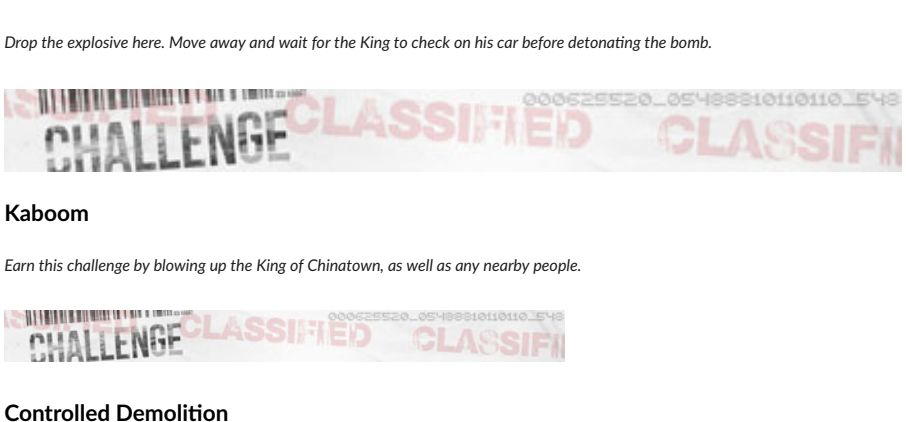
Weapons & Equipment

Swiss 3000

Swiss 3000 pistols offer an unparalleled combination of high workmanship, top class accuracy, and reliability in an almost indestructible steel design. The police in Chinatown carry this pistol.

While the explosive is in your hand, walk around to the far side of the car and drop the bomb. Then, move next to the car and hit it to set off the alarm. The King loves his car and will come to deactivate the alarm. Walk away from the car and wait for the King to arrive. As he is standing next to the car, detonate the explosive to finish him off. You can complete this while wearing your suit to get the Suit Only challenge. As long as no one saw you knock out the cop, you can even get the Silent Assassin rank.





Drop the explosive here. Move away and wait for the King to check on his car before detonating the bomb.

CHALLENGE

Kaboom

Earn this challenge by blowing up the King of Chinatown, as well as any nearby people.

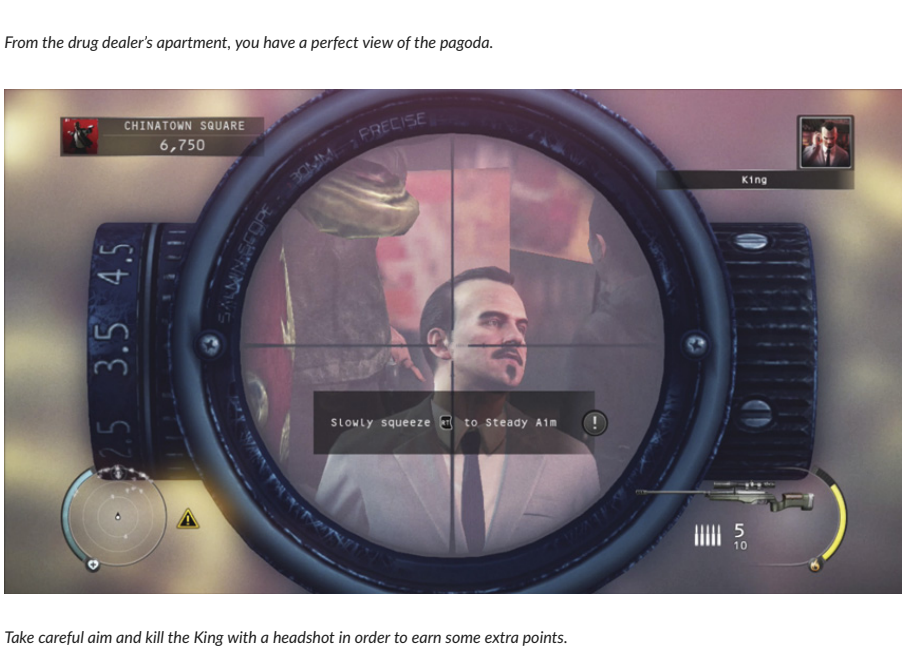
CHALLENGE

Controlled Demolition

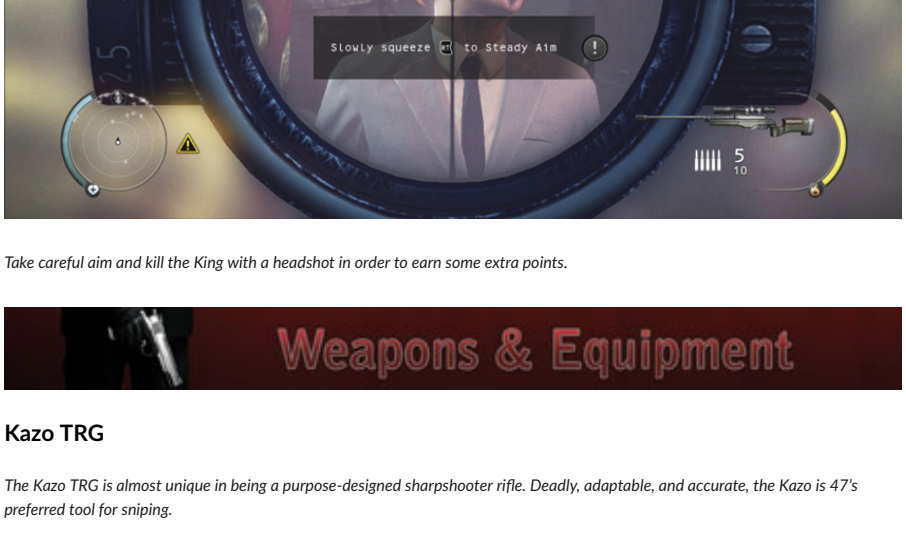
If you blow up the King without injuring any civilians, you complete this challenge. Hide the police officer's body in the container to protect him from the explosion. You can earn both this challenge and the Kaboom challenge with the same explosion.

Sniper

There are two challenges that focus on using the sniper rifle to kill the King of Chinatown. First, you need to acquire the sniper rifle. Wait until the dealer leaves his apartment, and then sneak into it as described earlier in this chapter. The sniper rifle is located on a desk near the back of the apartment, along with some ammunition. Pick it up and walk over to the window on the left side. Don't stand too close to this window, otherwise the people below will see you. Also, don't shoot through the right window—the breaking glass alerts people to your location. The best time to shoot the King is while he is in the pagoda. You have a perfect shot from the apartment. The hard part about killing the King this way is escaping afterward. The shot usually alerts the police and they call in the SWAT team. Hide in a locker or container and wait there until the coast clears.



From the drug dealer's apartment, you have a perfect view of the pagoda.



Take careful aim and kill the King with a headshot in order to earn some extra points.

Weapons & Equipment

Kazo TRG

The Kazo TRG is almost unique in being a purpose-designed sharpshooter rifle. Deadly, adaptable, and accurate, the Kazo is 47's preferred tool for sniping.

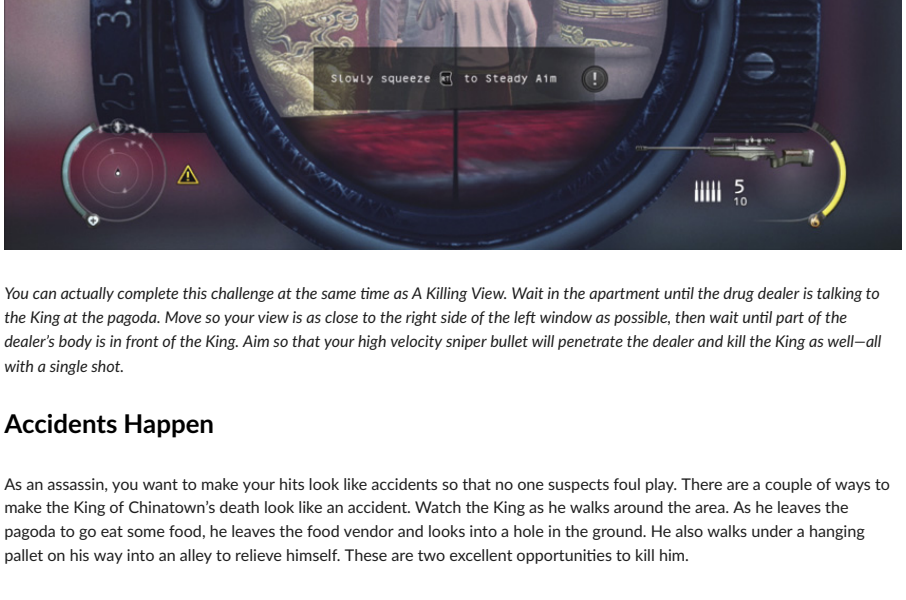
CHALLENGE

A Killing View

All you need to do to complete this challenge is to snipe at the King from the dealer's apartment.

CHALLENGE

Two for the Price of One



You can actually complete this challenge at the same time as A Killing View. Wait in the apartment until the drug dealer is talking to the King at the pagoda. Move so your view is as close to the right side of the left window as possible, then wait until part of the dealer's body is in front of the King. Aim so that your high velocity sniper bullet will penetrate the dealer and kill the King as well—all with a single shot.

Accidents Happen

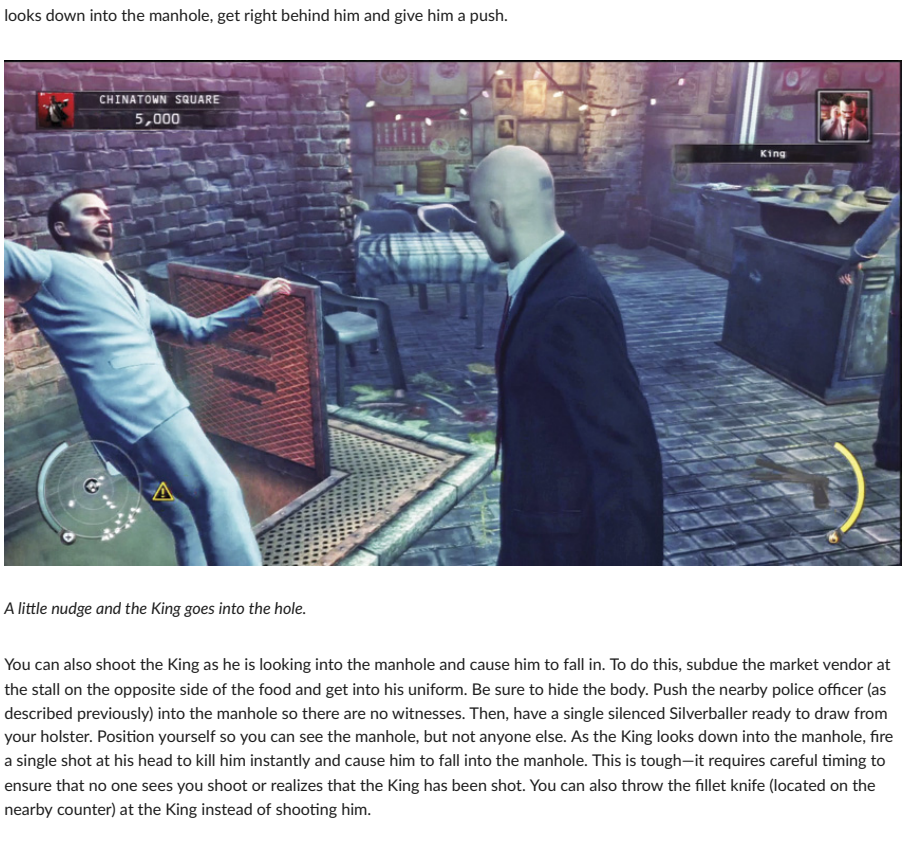
As an assassin, you want to make your hits look like accidents so that no one suspects foul play. There are a couple of ways to make the King of Chinatown's death look like an accident. Watch the King as he walks around the area. As he leaves the pagoda to go eat some food, he leaves the food vendor and looks into a hole in the ground. He also walks under a hanging pallet on his way into an alley to relieve himself. These are two excellent opportunities to kill him.

CHALLENGE

Man Down

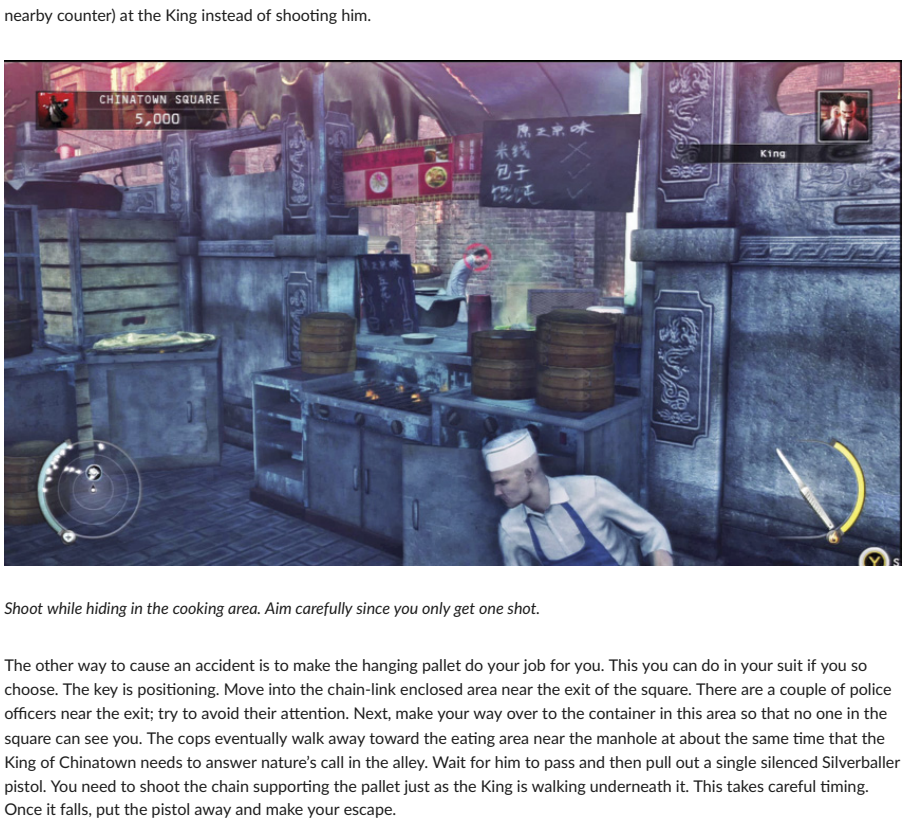
This challenge is completed by pushing or shooting the King so that he falls into a manhole.

If you want to push the King into the manhole, you need to first get rid of the police officer standing nearby. Pick up a bottle and throw it right in front of the manhole. He then walks up to the manhole to see what made the noise. Move in behind and push the police officer into the hole. Now wait until the King is tasting the food at the nearby vendor. Then, when the King looks down into the manhole, get right behind him and give him a push.



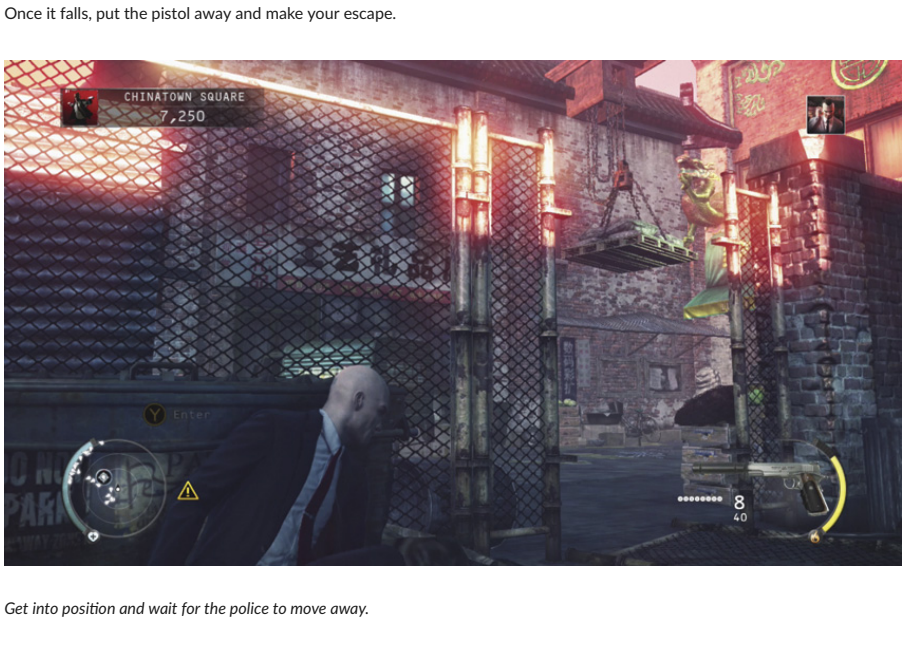
A little nudge and the King goes into the hole.

You can also shoot the King as he is looking into the manhole and cause him to fall in. To do this, subdue the market vendor at the stall on the opposite side of the food and get into his uniform. Be sure to hide the body. Push the nearby police officer (as described previously) into the manhole so there are no witnesses. Then, have a single silenced Silverballer ready to draw from your holster. Position yourself so you can see the manhole, but not anyone else. As the King looks down into the manhole, fire a single shot at his head to kill him instantly and cause him to fall into the manhole. This is tough—it requires careful timing to ensure that no one sees you shoot or realizes that the King has been shot. You can also throw the fillet knife (located on the nearby counter) at the King instead of shooting him.

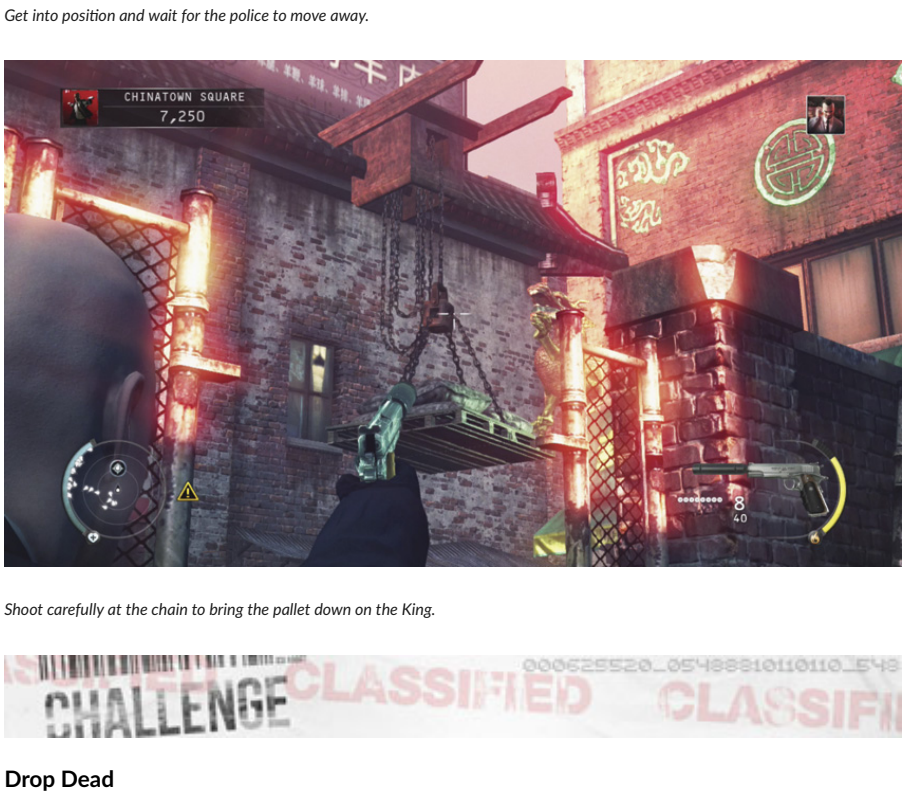


Shoot while hiding in the cooking area. Aim carefully since you only get one shot.

The other way to cause an accident is to make the hanging pallet do your job for you. This you can do in your suit if you so choose. The key is positioning. Move into the chain-link enclosed area near the exit of the square. There are a couple of police officers near the exit; try to avoid their attention. Next, make your way over to the container in this area so that no one in the square can see you. The cops eventually walk away toward the eating area near the manhole at about the same time that the King of Chinatown needs to answer nature's call in the alley. Wait for him to pass and then pull out a single silenced Silverballer pistol. You need to shoot the chain supporting the pallet just as the King is walking underneath it. This takes careful timing. Once it falls, put the pistol away and make your escape.



Get into position and wait for the police to move away.



Shoot carefully at the chain to bring the pallet down on the King.

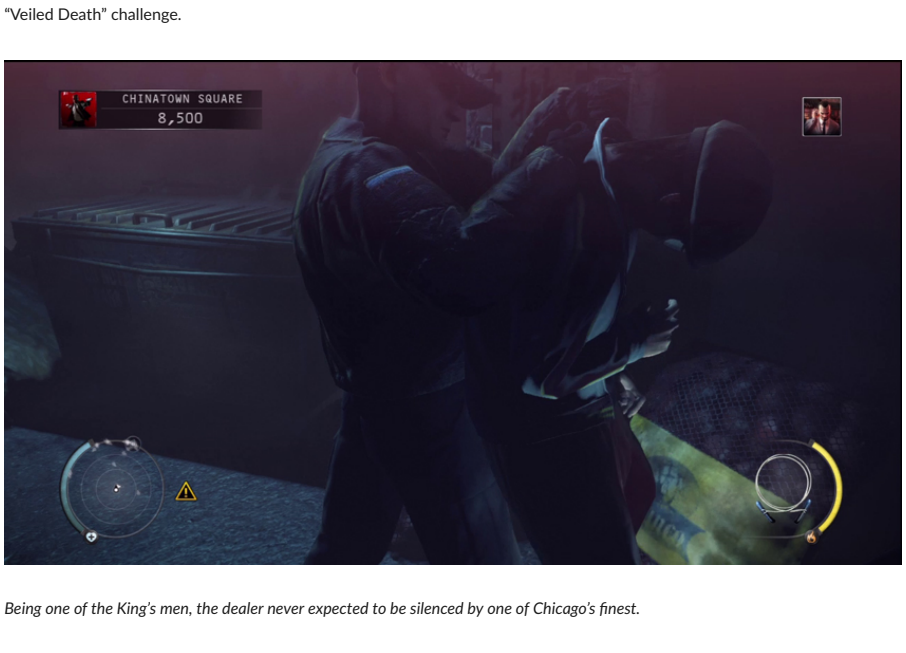
CHALLENGE

Drop Dead

By shooting the chain and dropping the pallet, you not only meet the Drop Dead challenge, but you can also earn the Silent Assassin rank and get a signature kill.

Death by Disguise

There are two secretive challenges that you will want to be sure to complete. These challenges require you to kill both the King and his dealer while in disguise. Both can be completed near the drug dealer's apartment. For the first, you must obtain a police uniform. The simplest way to acquire the uniform is to subdue the police officer that is standing guard near the King's car in the alleyway on the opposite side of the market from the apartment. Now, disguised as a police officer, wait for the dealer to meet with the King under the gazebo within the market. When he does so, this is your cue to proceed to the downstairs garbage area near the apartment building. Wait within one of the dumpsters and eliminate the dealer after he comes down to pick up his drugs that he has stashed nearby. Now with the dealer eliminated, don his disguise to move onto the second part of the "Veiled Death" challenge.



Being one of the King's men, the dealer never expected to be silenced by one of Chicago's finest.

Weapons & Equipment

Chicago Police Officer

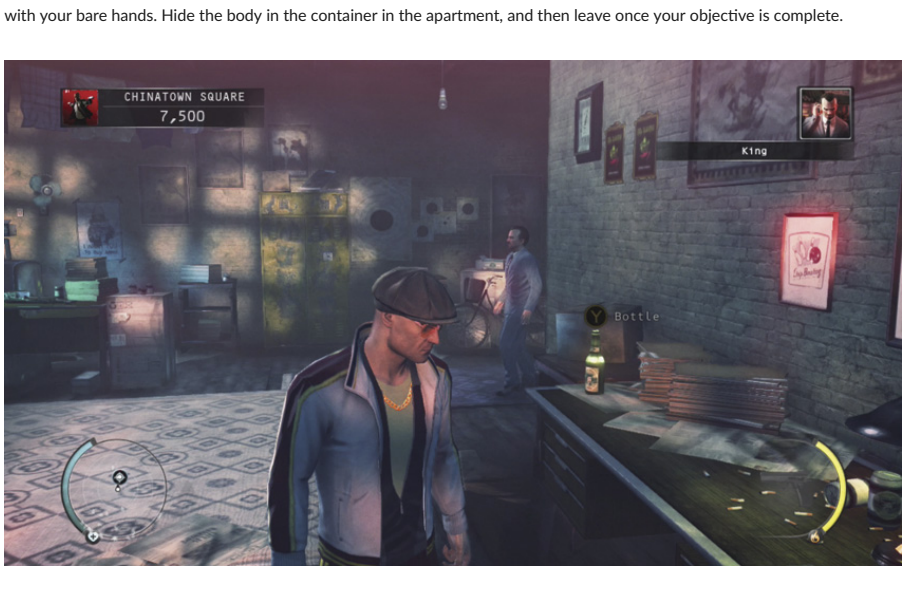
This uniform is worn by the officers of the Chicago Police Department. While wearing it, you can go anywhere. However, you will need to use Instinct to get past other police officers.

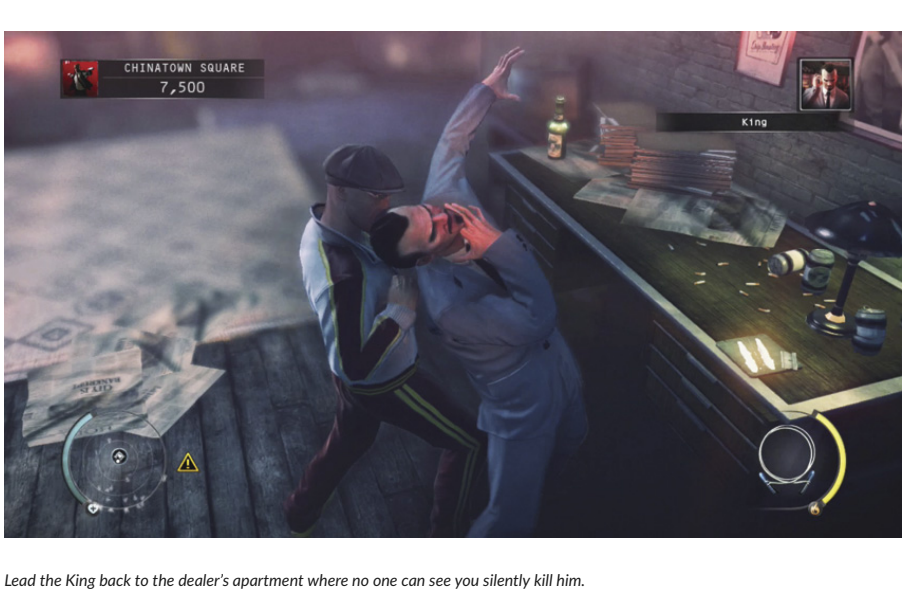
CHALLENGE

Veiled Death—Part 1

Kill the dealer while wearing a police officer disguise with no witnesses in order to complete this challenge.

In order to complete the second part of this challenge, move down into the sublevel area and hide in a container. After the drug dealer talks to the King for the first time, he comes down here to get his package of cocaine. Subdue or kill him, and then use his clothes to disguise yourself. After hiding the body, walk to the pagoda to meet up with the King. He follows you back to the dealer's apartment. The cop will not even notice you as you walk by. Once in the apartment, approach the King and kill him with your bare hands. Hide the body in the container in the apartment, and then leave once your objective is complete.





Lead the King back to the dealer's apartment where no one can see you silently kill him.

Weapons & Equipment

Drug Dealer

This outfit is worn by a local, street-smart drug dealer operating in Chicago's Chinatown. He is the main cocaine supplier for the King of Chinatown. While wearing this disguise, you can go all over the square and past police officers. You cannot go into restricted areas near market vendors, though.

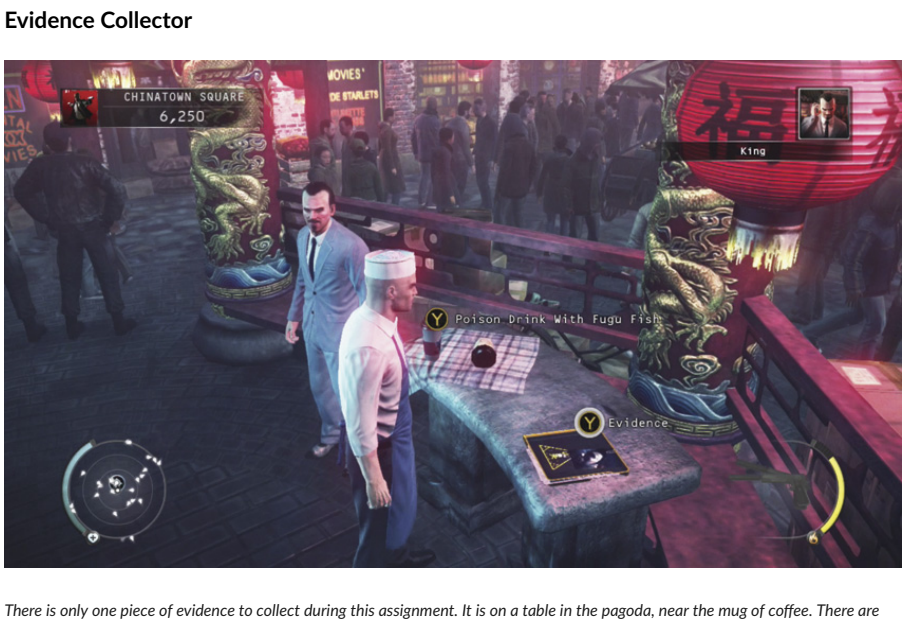
CHALLENGE

Veiled Death—Part 2

After completing Veiled Death—Part 1, you unlock this challenge. This time, the goal is to kill the King while disguised as the drug dealer.

CHALLENGE

Evidence Collector



There is only one piece of evidence to collect during this assignment. It is on a table in the pagoda, near the mug of coffee. There are several ways to get it. You can just walk up and grab it if you are disguised as the drug dealer or market vendor. In a police disguise, you will need to use Instinct to get past the other cops. You can also get it while in your suit by throwing a bottle to distract the single guard on the right side of the pagoda, and then moving in and collecting the evidence before he returns.

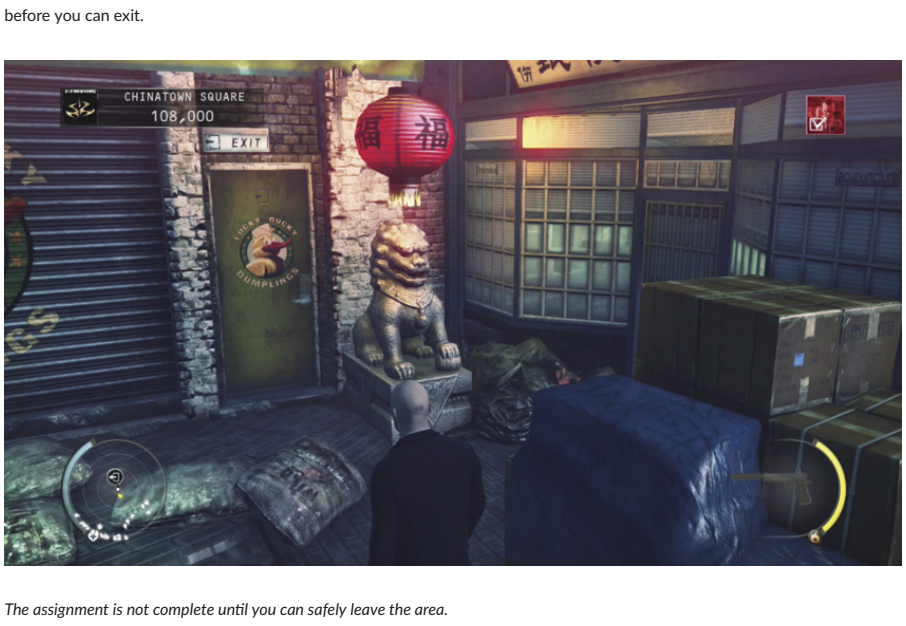
CHALLENGE

Clean Sweep

In order to complete this challenge, collect the evidence and complete the assignment without being detected.

Exit Chinatown

Once you have completed your hit, make your way to the exit door underneath the giant rubber duck. If you avoided detection, this should be easy. However, if the police are on alert then you will need to wait until the alert level decreases before you can exit.



The assignment is not complete until you can safely leave the area.

Weapons & Equipment

Chicago SWAT Officer

This uniform is worn by the officers of the Chicago Police SWAT Team. While wearing it, you can go anywhere. However, you will need to use Instinct to get past other SWAT officers.

CHALLENGE

Quid Pro Quo

Assassinate the King of Chinatown and exit Chinatown in order to complete this challenge.

CHALLENGE

Mastery: The King of Chinatown

Complete all other challenges in this assignment in order to earn this final challenge.

Achievements

Kingslayer : Assassinate the King of Chinatown to earn this award.

Campaign

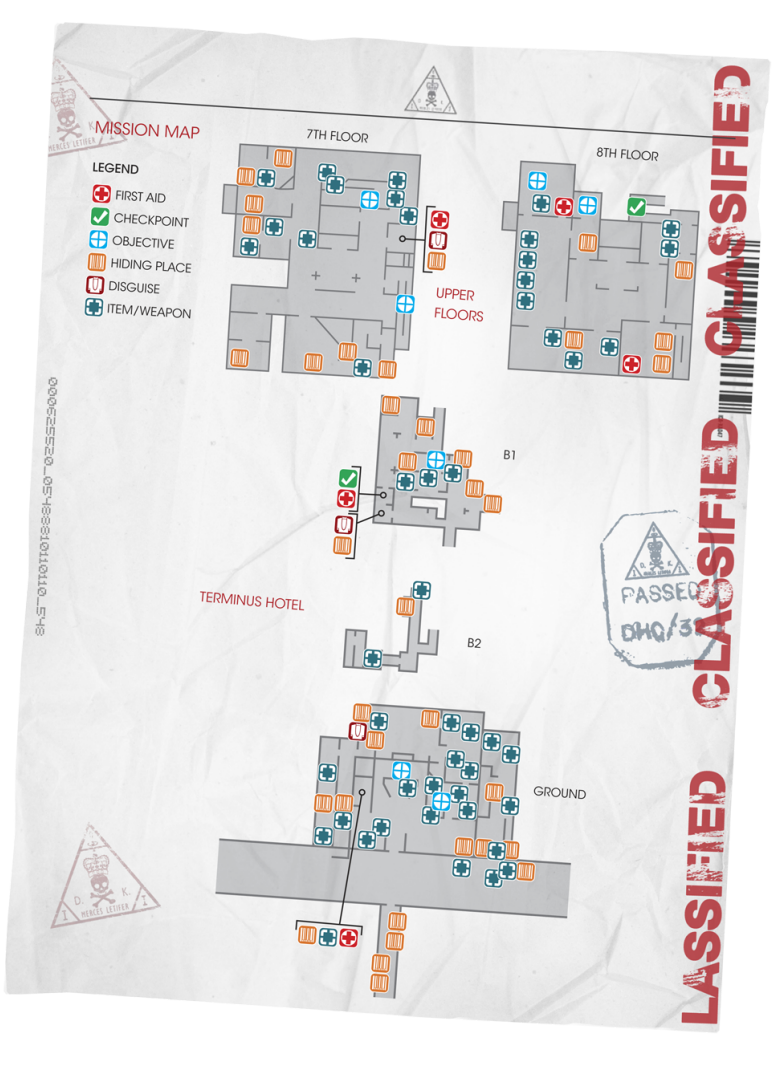
Terminus

Briefing

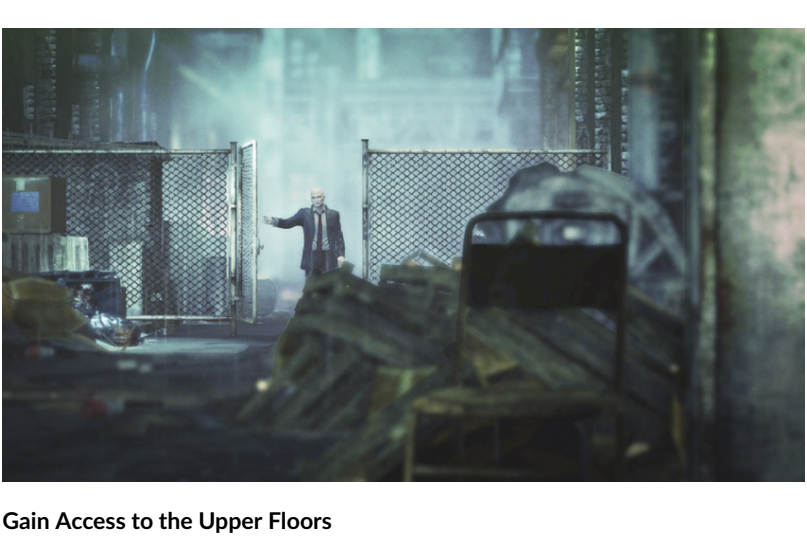
Birdie's intel is never wrong. A Midwestern arms manufacturer named Blake Dexter is in Chicago searching for Victoria. The Agency would never share their secrets with outsiders; someone else must have leaked the information. But who? I can't trust anyone. All I know is that the girl is innocent. She doesn't deserve this. I will infiltrate Blake Dexter's suite at the Terminus Hotel and learn the truth for myself. Then I shall decide on his fate.

Initial Equipment

- Mustang Snub Pistol
- Fiberwire



Terminus Hotel

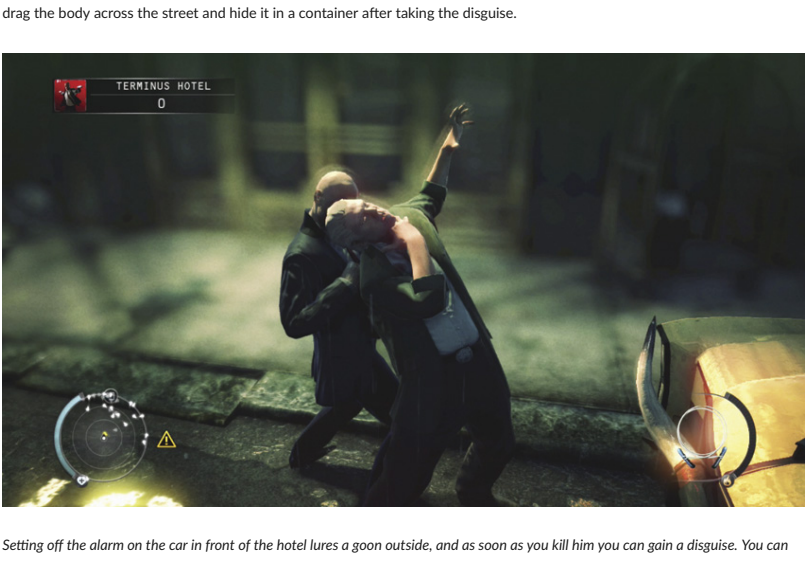


Gain Access to the Upper Floors

Going in the Front Door

Blake Dexter has taken up temporary residence in the Terminus Hotel. As such, he has a lot of his goons guarding the hotel—on the outside as well as throughout the various floors of the hotel. Infiltrate the hotel and find a way up to the eighth floor where your target is located. You begin in an alley, so walk toward the entrance of the hotel to get started.

There are three main ways to enter the hotel. The first is the main entrance. Walk through the front door to enter the lobby. The disadvantage of using this entrance is that there are not a lot of places you can go without a disguise once you enter the lobby. You can, however, easily get a goon disguise. Before entering the hotel, hit the car parked in front of it to set off the car's alarm. A goon comes out to see what is making all the ruckus. Sneak up behind him and use the fiberwire to garrote him. Then, drag the body across the street and hide it in a container after taking the disguise.



Setting off the alarm on the car in front of the hotel lures a goon outside, and as soon as you kill him you can gain a disguise. You can kill goons and not lose points as long as you do it silently and then hide the bodies. These positive scores balance out the negative scores for killing a non-target.

Weapons & Equipment

Mustang Snub

The Mustang is a compact but powerful revolver with significant stopping power. Use this only as a last resort since it does not have a silencer.

Weapons & Equipment

Hope Goon

This is the outfit worn by Blake Dexter's hired enforcers—mostly local muscle from Hope, South Dakota who are guarding the Terminus Hotel. While wearing this, you can go anywhere. However, you will need to use Instinct to get past other goons or they will see through your disguise. Use this to travel through areas that have few or no goons, or to get in close and kill goons one at a time.

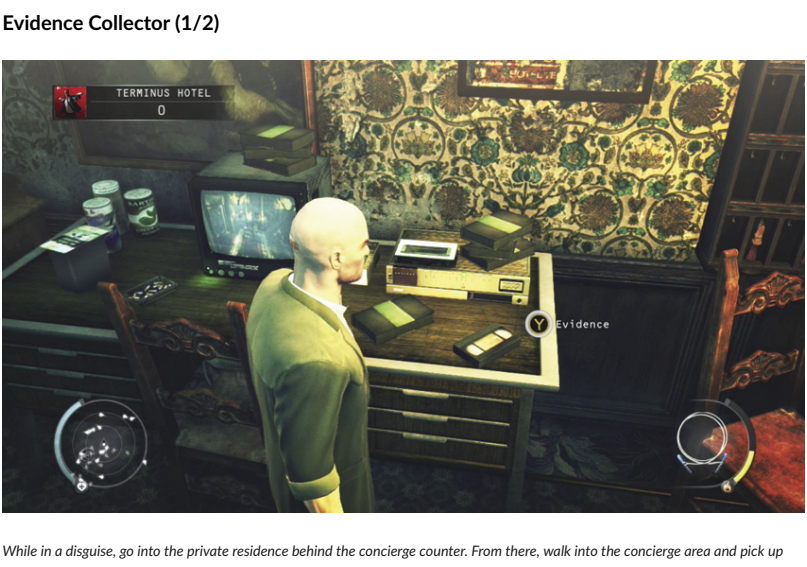
Weapons & Equipment

Z&M Model 60

This is a lightweight revolver that sacrifices accuracy and recoil to pack a heavy punch. It is favored by law enforcement officers. Many of Dexter's goons carry this pistol. You can swap out your Mustang Snub for this after killing or subduing a goon. Even if you don't want to use it, pick it up to add it to your collection before swapping it back for the Mustang Snub.

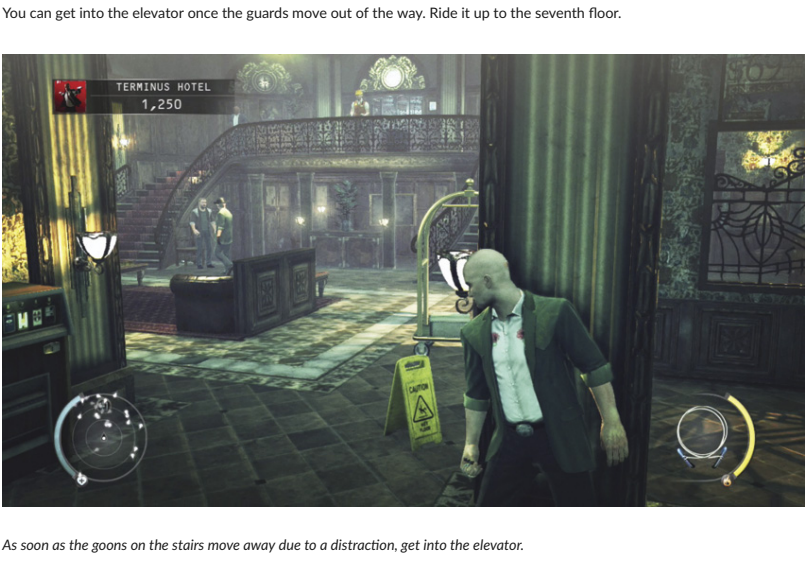
CHALLENGE

Evidence Collector (1/2)



While in a disguise, go into the private residence behind the concierge counter. From there, walk into the concierge area and pick up the first piece of evidence next to the security monitors. The remaining evidence is up on the eighth floor. Be sure to pick up some of the items in the private residence on the ground floor to add to your collection.

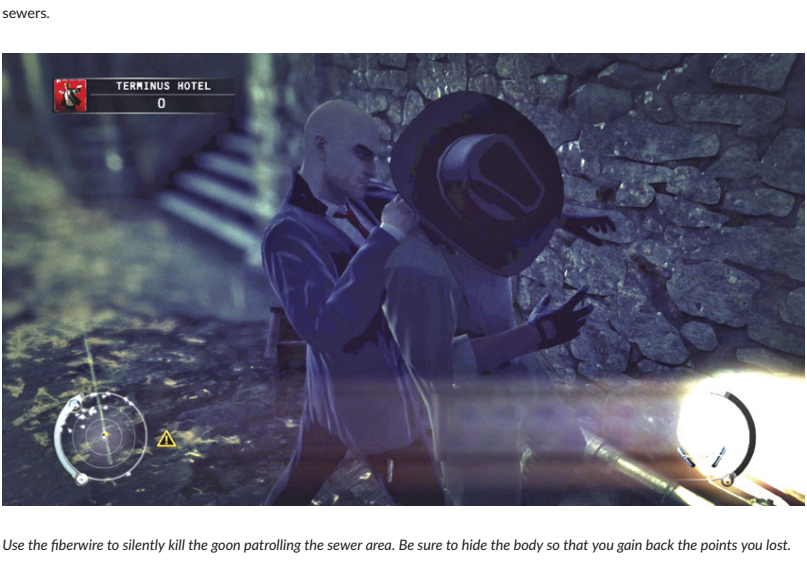
With the goon disguise on, you can enter restricted areas from the lobby. Keep your distance from other goons to avoid compromising your disguise. Throw a bottle or other object to distract the guards on the stairs leading up the to the elevator. You can get into the elevator once the guards move out of the way. Ride it up to the seventh floor.



As soon as the goons on the stairs move away due to a distraction, get into the elevator.

The Sewer Entrance

Another way into the hotel is through the sewers. Locate a ladder leading down into a hole in the sidewalk on the left side of the hotel. Climb down the ladder and make your way through the sewer until you reach an opening. Jump up, grab onto the ledge, and pull yourself up into a small storage area. Crouch down and stay quiet to avoid the goon with a flashlight who is patrolling the area. If you want a disguise, or if you want to get him out of the way, pick up the wrench and use it to lure him into a corner. Then, sneak up behind him and use the fiberwire to kill him. You can dump the body down the hole leading to the sewers.



Use the fiberwire to silently kill the goon patrolling the sewer area. Be sure to hide the body so that you gain back the points you lost.

There is also an electrician down in the lower level of the basement. He is usually in an area that is open to the level above. While you can let him be, if you want his uniform, lure him away from the open area and subdue him. Then, take the disguise and hide the body to earn back your points. While disguised, look around for a screwdriver which will help you complete a couple of challenges. Watch out for other electricians while you're wearing this disguise. You should have no trouble getting past goons as an electrician, however.

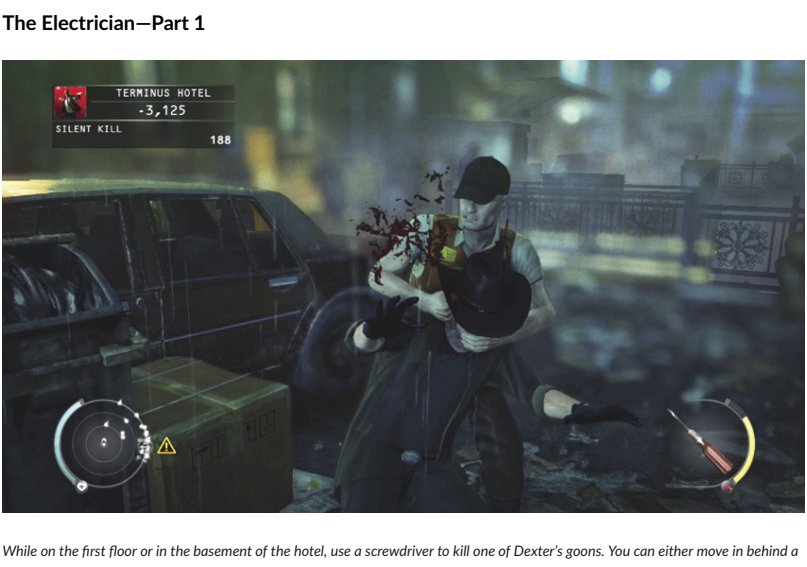
Weapons & Equipment

Electrician

This uniform is worn by the electricians in the hotel. You can move about the ground floor and basement areas of the hotel, but stay away from other electricians or your disguise may be blown.

CHALLENGE

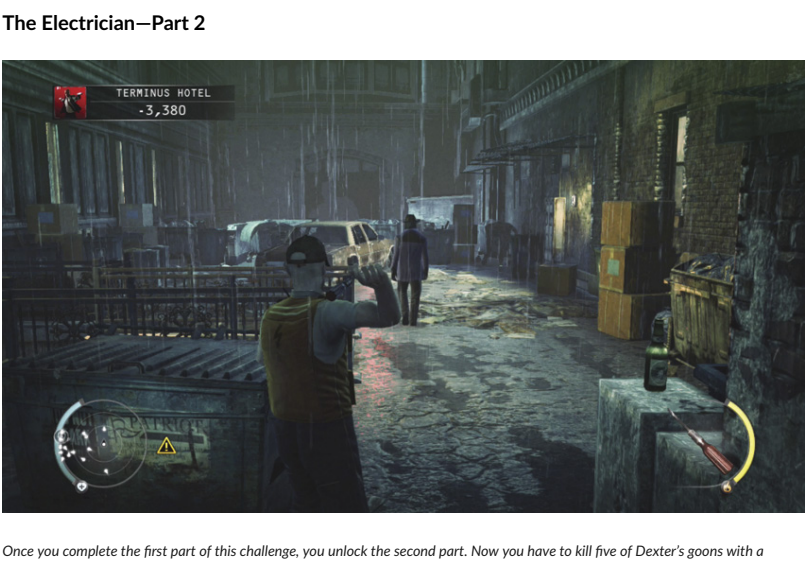
The Electrician—Part 1



While on the first floor or in the basement of the hotel, use a screwdriver to kill one of Dexter's goons. You can either move in behind a goon and stab him, or throw it just like a knife. There is a screwdriver by the elevator that you can pick up.

CHALLENGE

The Electrician—Part 2



Once you complete the first part of this challenge, you unlock the second part. Now you have to kill five of Dexter's goons with a screwdriver without being seen.

Climb up the stairs that lead from the sewers to the basement level. There are several goons patrolling this area, but they do not come to the section of the basement near the stairs. They stay near the elevator and the stairs that lead up to the first floor. Take cover if you are in a goon suit so that they do not see through your disguise. Head to the left to enter a room with a checkpoint and save your progress. If you want a new disguise, there is a janitor uniform on the desk. This disguise is necessary for one of the challenges and gives you carte blanche access to most areas of the upper floors.

Weapons & Equipment

Janitor

This outfit is worn by the janitors in the hotel. You can move about most of the hotel—even the private area behind the concierge desk—but goons will stop you from going up the ground floor stairs to the elevator. Also, stay away from other janitors or your disguise may be blown. Luckily, most of the janitors are on the first floor or in the basement, so if you can take this disguise up to the higher floors then you are set. There is also a janitor uniform in the maintenance closet on the seventh floor, but in order to reach it you need to sneak in without the maid seeing you. Once you reach the restricted eighth floor, the janitor disguise is no longer effective.

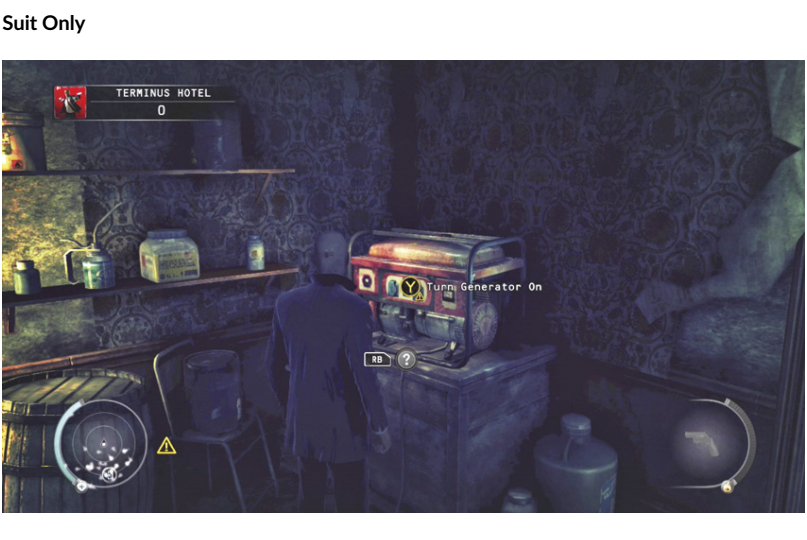
CHALLENGE

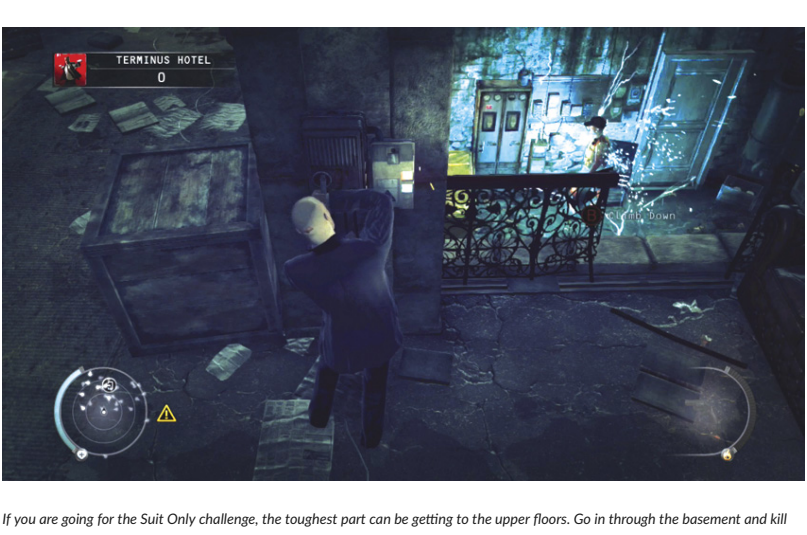
Chameleon

Pick up goon, janitor, and electrician disguises to complete this challenge.

CHALLENGE

Suit Only





If you are going for the Suit Only challenge, the toughest part can be getting to the upper floors. Go in through the basement and kill the first goon if you need to. Then, go up the stairs. Head to the left, toward the checkpoint, and turn on the generator near the door to the room. Next, move over to the railing of an opening overlooking the sewer below. Use the power switch to send electricity from the generator down into the flooded sewer level and kill the electrician below. The benefit of this is that all of the goons and electricians move away from the elevator and focus on looking at the dead electrician. This gives you an excellent opportunity to walk to the elevator and take it to the upper floors without anyone seeing you. The only downside is that you lose points for the civilian casualty.

Tip

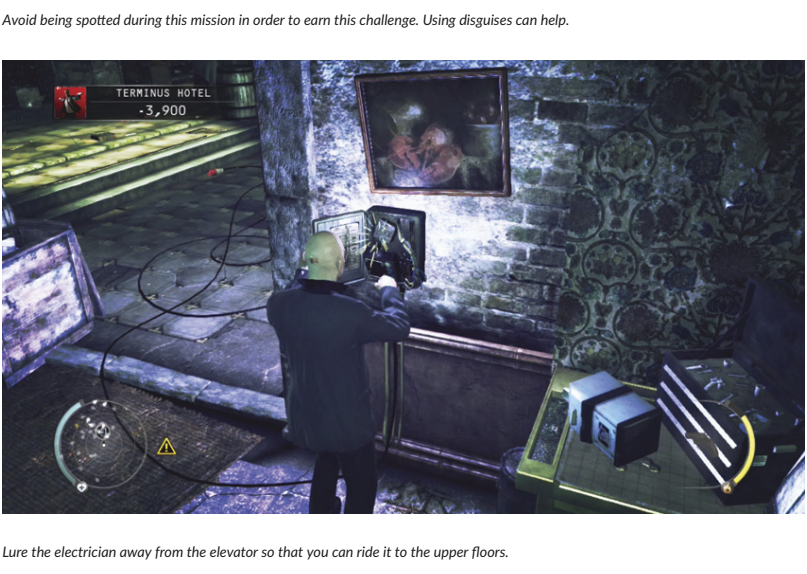
There are ways to hide in plain sight. As a janitor, look for a mop along the side of a wall and use it to pretend to sweep. As an electrician, use electrical switches in some places. As a goon, look at brochures.

While wearing the electrician or janitor disguise, getting to the elevator is tricky. There is an electrician near the elevator that can see through your disguise. Make your way around the basement in a counter-clockwise direction until you reach a small room next to the elevator with a closet and a circuit breaker for the elevator. Pull the switch, and then hide in the closet. When the electrician comes to fix the circuit breaker, subdue him and hide the body in the closet. Alternatively, you can just pull the switch, move around the corner, and get to the elevator while the electrician is fixing the circuit breaker. Once you get to the elevator, call it down to the basement. If other electricians or janitors come near, pretend to work on the electrical switches to the right of the elevator to avoid detection. Once the elevator reaches the basement, open the door and walk into it to get to the upper floors.

CHALLENGE

Infiltrator

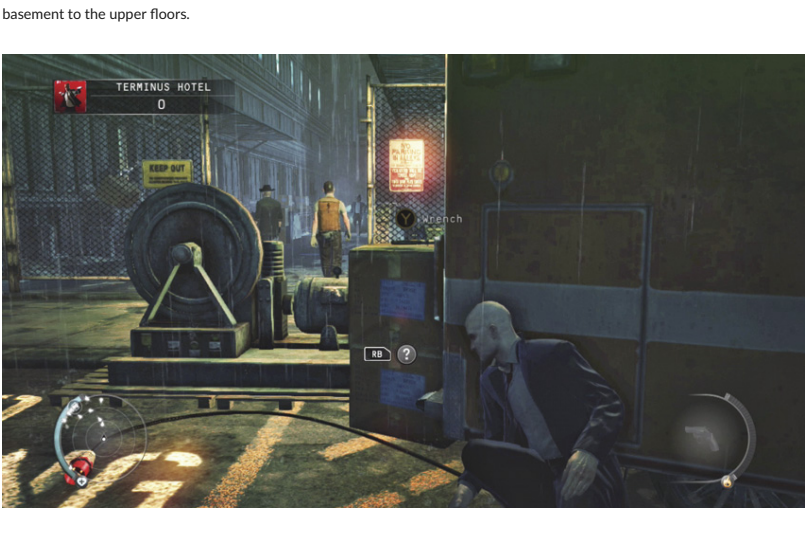
Avoid being spotted during this mission in order to earn this challenge. Using disguises can help.

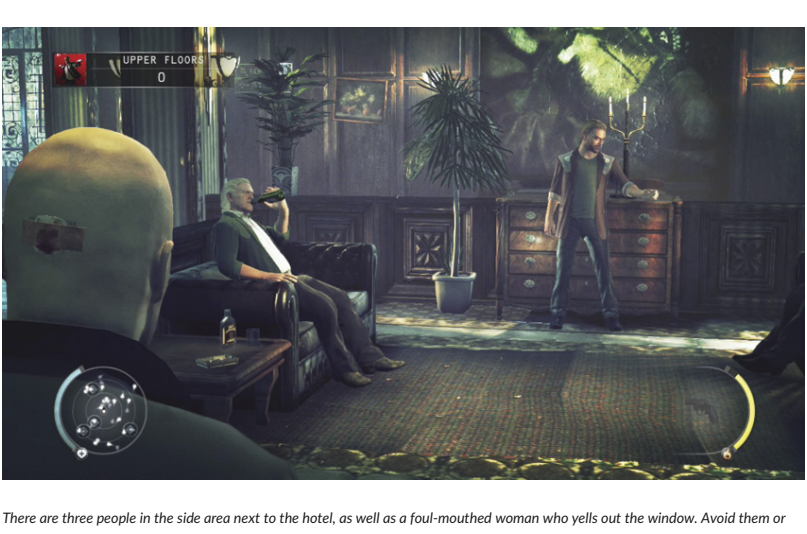


Lure the electrician away from the elevator so that you can ride it to the upper floors.

The Side Entrance

The third way into the hotel is through the side entrance. As you emerge from the alley at the start, you can see an electrician near a power truck working on something. A goon is talking to him. Wait for the electrician to leave, and then use a nearby bottle to distract the goon. Throw it so that he moves over to the container by the truck. Then, use the fiberwire to kill him and take his outfit as a disguise. There is another goon in the area on the side of the hotel. You can either kill him or head down a flight of stairs to enter the basement of the hotel. From there, use one of the previously detailed tactics to get from the basement to the upper floors.



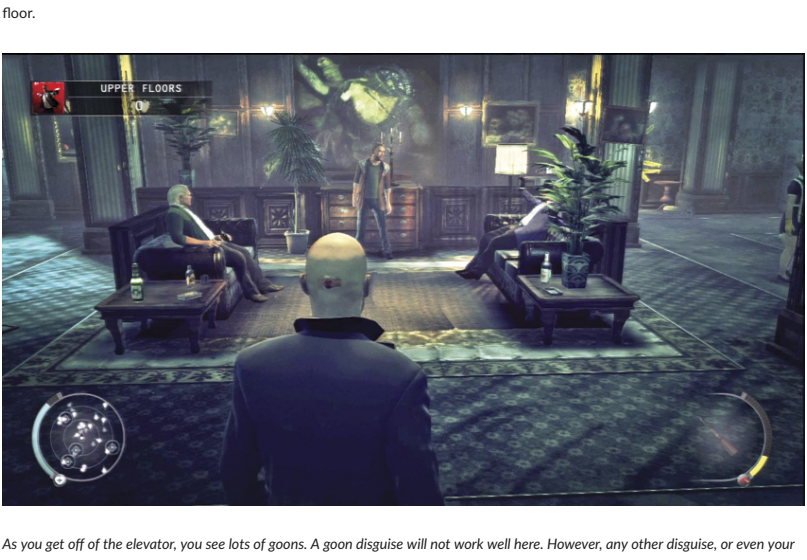


There are three people in the side area next to the hotel, as well as a foul-mouthed woman who yells out the window. Avoid them or get a disguise by killing one of them, and then make your way down into the basement.

Gain Access to the Eighth Floor

The elevator takes you to the seventh floor. Dexter is on the eighth floor, but there is no way you can get past the security near the elevator. There are several ways you can gain access to the eighth floor, but take some time to explore the seventh floor to see what you can find before attempting to head higher.

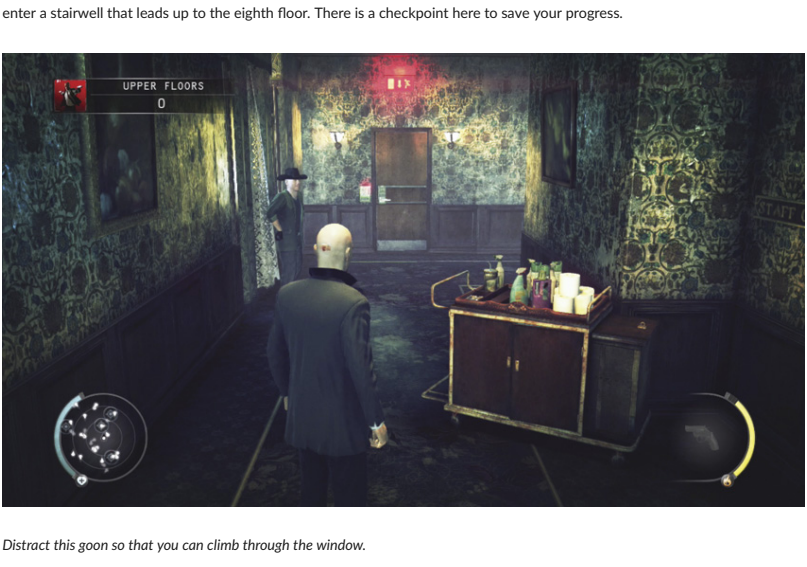
When you first get off the elevator, you are left in a lobby area. A hallway makes a loop around the back of the elevator. There is also a row of rooms directly ahead of you. A short hallway leads to the right, and a stairwell on the left leads up to the eighth floor.



As you get off of the elevator, you see lots of goons. A goon disguise will not work well here. However, any other disguise, or even your black suit, will work fine.

Keycard Door

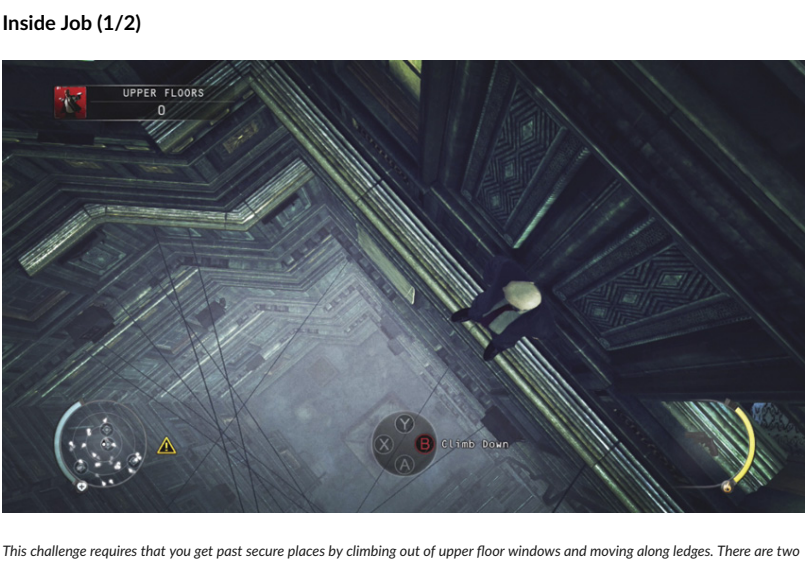
After getting off the elevator, follow the loop around to the left to find a locked door requiring a keycard. There is a goon right next to the door with his back to a window. There are two ways to get past the door: you can either obtain a keycard, or you can use the window. If you want to use the window method and work toward completing a challenge, then you need to get the goon to move away from the window. Luckily, there is a vase on a nearby table. Pick it up and walk around the corner so the goon can't see you. Then, throw the vase to make some noise. The goon eventually moves away from the window. As soon as he does, climb through it and onto the ledge. Move along the ledge toward a window to the left. You need to climb down to a lower ledge to get past some air conditioners, and then climb back up to the upper ledge. Finally, slip through the window to enter a stairwell that leads up to the eighth floor. There is a checkpoint here to save your progress.



Distract this goon so that you can climb through the window.

CHALLENGE

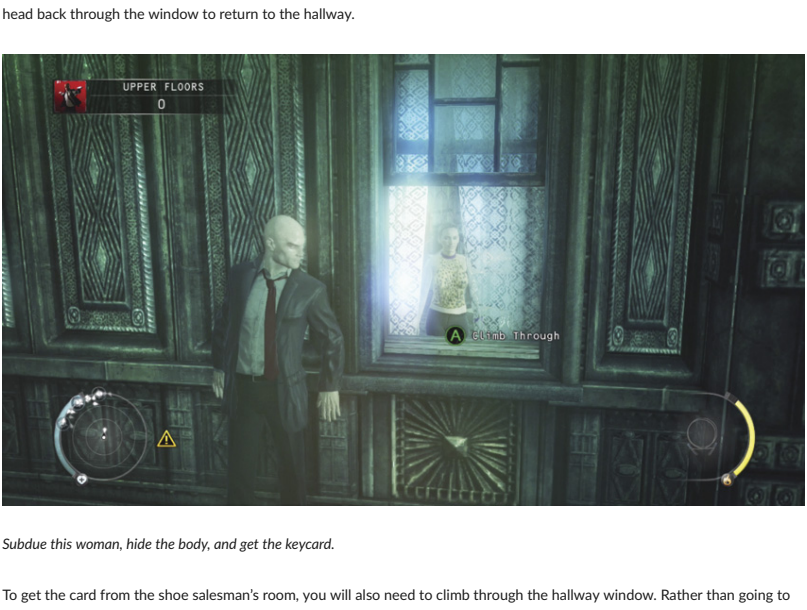
Inside Job (1/2)



This challenge requires that you get past secure places by climbing out of upper floor windows and moving along ledges. There are two points at which you must do this. The first is when you get past the keycard door on the seventh floor. The other is up on the eighth floor. Both of these methods are great when you are also going for the Suit Only challenge since they allow you to bypass goons and security.

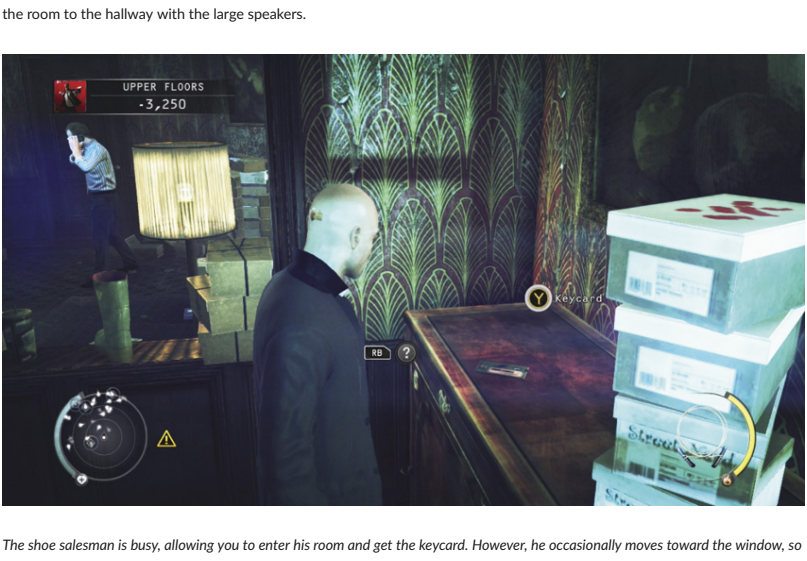
The other way to get past the keycard door is to get a keycard. Keycards can be found in two of the rooms on this floor. One room belongs to a shoe salesman, while the other is occupied by a couple.

To get the card from the couple's room, move through the lobby and turn to the right. At the end of the hall, climb through the window—making sure no one is looking or else your disguise will be blown. Move along the ledge to the right. Pass the first window and enter the couple's room through the second window. You can hide in a nearby wardrobe. Wait until the woman is alone, and then sneak up behind her to subdue her. Hide the body in the wardrobe and grab the keycard on the counter. Then, head back through the window to return to the hallway.



Subdue this woman, hide the body, and get the keycard.

To get the card from the shoe salesman's room, you will also need to climb through the hallway window. Rather than going to the right once you are outside, head to the left instead. Get past the obstacles and continue to the window of the shoe salesman's room. Sneak inside and grab the keycard while he is not looking. Then, head back out the window. You can also enter and exit this room through an air vent on the left side of the room. This lets you access a ventilation shaft that connects the room to the hallway with the large speakers.



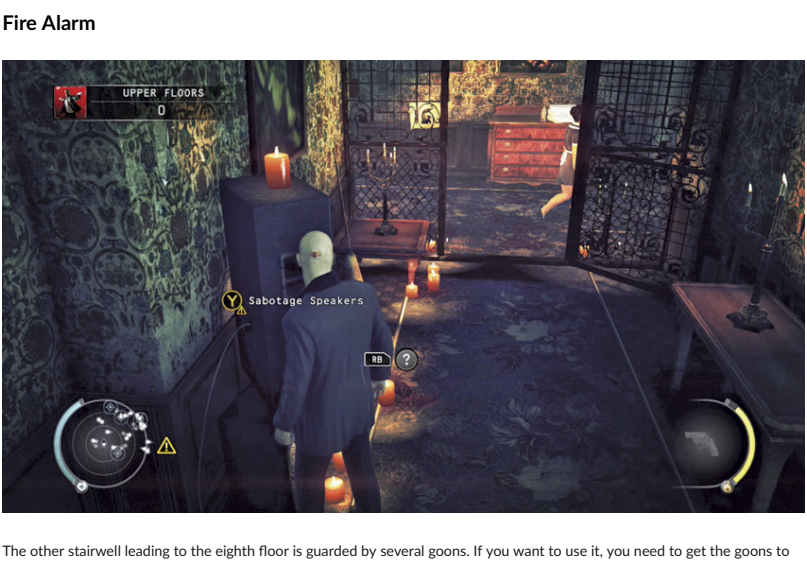
The shoe salesman is busy, allowing you to enter his room and get the keycard. However, he occasionally moves toward the window, so hide or stay outside until he goes back to the other side of the room.

Once you have one of the two keycards, just walk to the locked door and use it to enter the stairwell. The goon at the door will not even try to stop you.

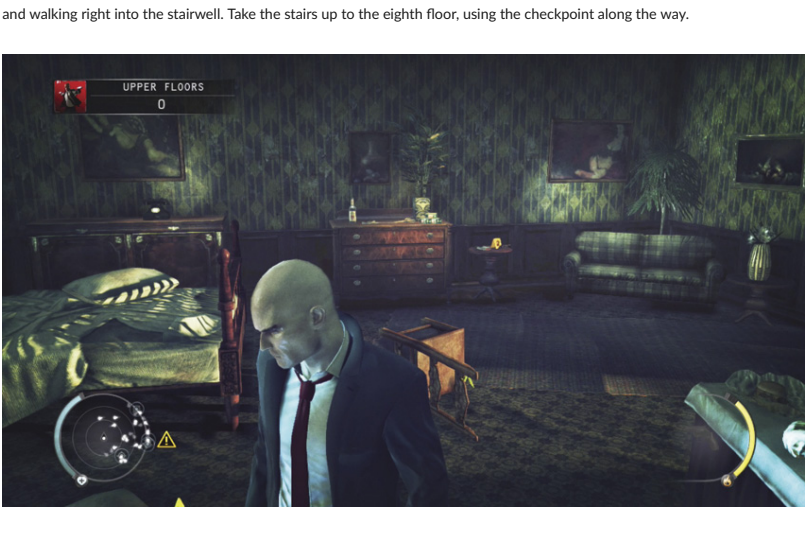
Tip

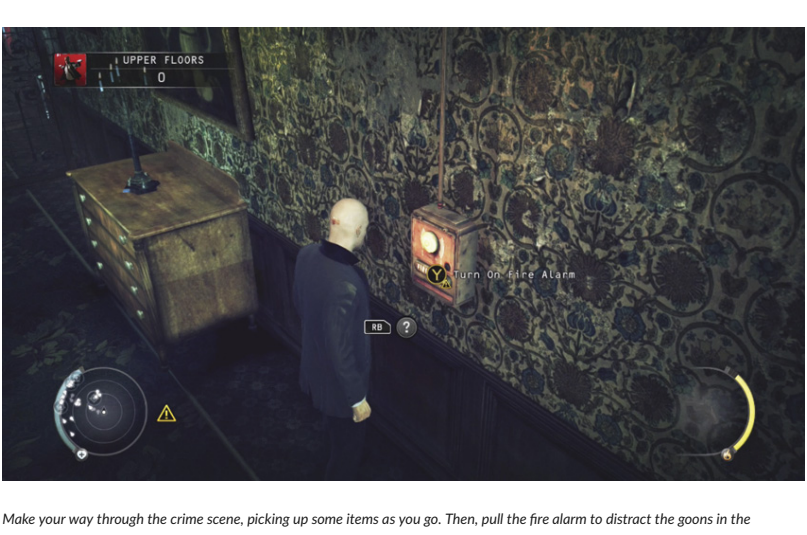
By going through the keycard door, you will have an easier time on the eighth floor.

Fire Alarm



The other stairwell leading to the eighth floor is guarded by several goons. If you want to use it, you need to get the goons to leave first. To do this, move through the doorway with the crime scene tape. This is a restricted area, so avoid being seen. Once inside, be sure to grab the tape measure to add to your collection. This replaces your fiberwire and works just as well. Sneak past the maid in the room and exit into a hallway behind an iron grating. Pull on the fire alarm, and then hide in the nearby container. Wait for the goons from the stairwell to leave their post before making your way back through the crime scene room and walking right into the stairwell. Take the stairs up to the eighth floor, using the checkpoint along the way.

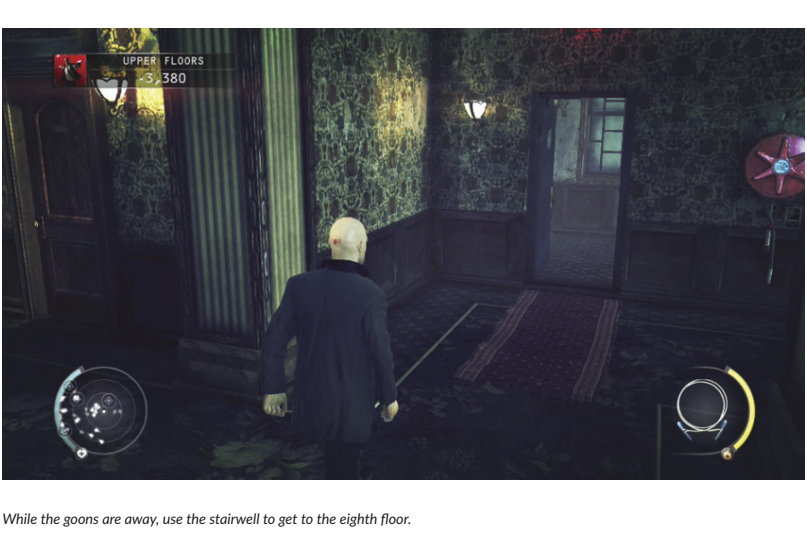




Make your way through the crime scene, picking up some items as you go. Then, pull the fire alarm to distract the goons in the stairwell.

Tip

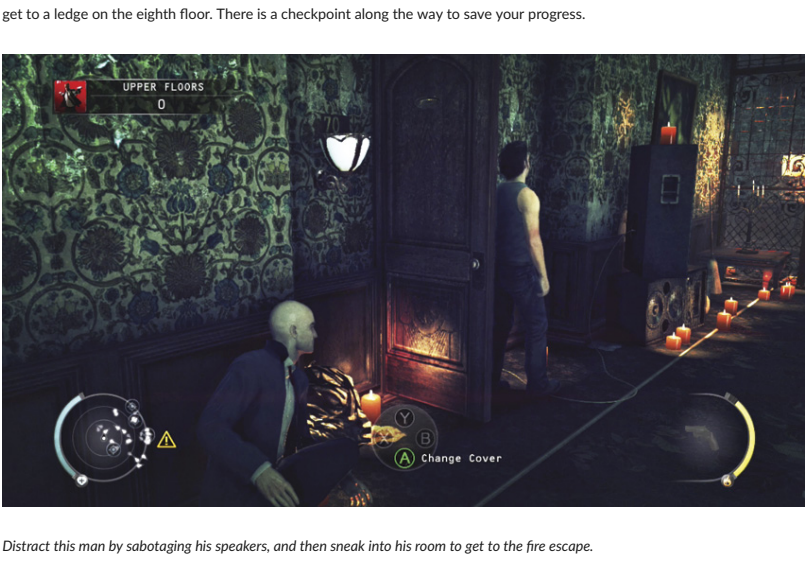
If you are going up the stairwell by the fire alarm, check the maintenance closet near the keycard door. Unless you are wearing the janitor disguise, distract the maid and sneak into the closet. In addition to getting a janitor disguise here, you can also pick up a movie reel which can be used on the eighth floor.



While the goons are away, use the stairwell to get to the eighth floor.

Fire Escape

Another way to get to the eighth floor is by using a fire escape. This can be tough to get to. From the elevator, move around the loop to the right until you find a restricted hallway with large speakers outside a door. Make sure the maid does not see you here. Sabotage the speakers and hide in the nearby container. When the person in the music-filled room comes out to fix the speakers, peek out and make sure the maid is not looking. Then, sneak past the man and into his room. Quickly move to the window on the left and climb out onto the ledge. Move your way along the ledge to the fire escape. Climb up the fire escape to get to a ledge on the eighth floor. There is a checkpoint along the way to save your progress.



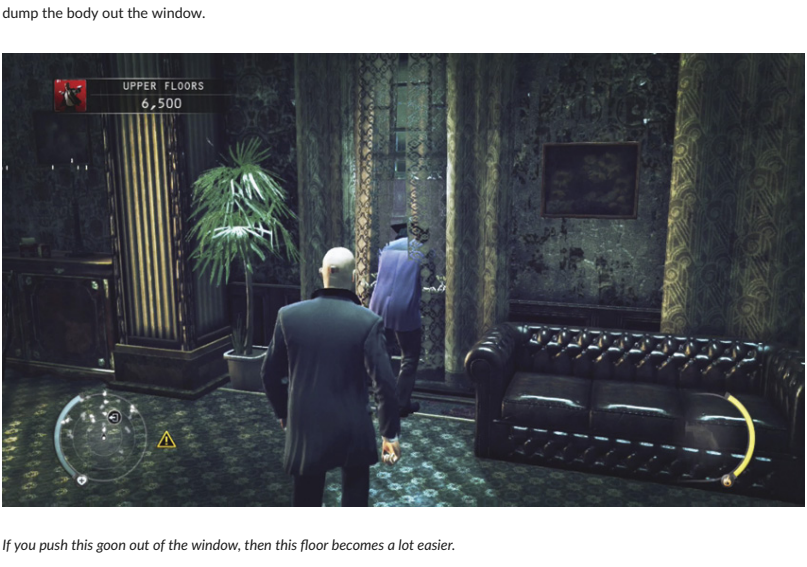
Distract this man by sabotaging his speakers, and then sneak into his room to get to the fire escape.

Tip

If going the fire escape route, try to get a goon disguise before heading up to the eighth floor. It will make things a bit easier.

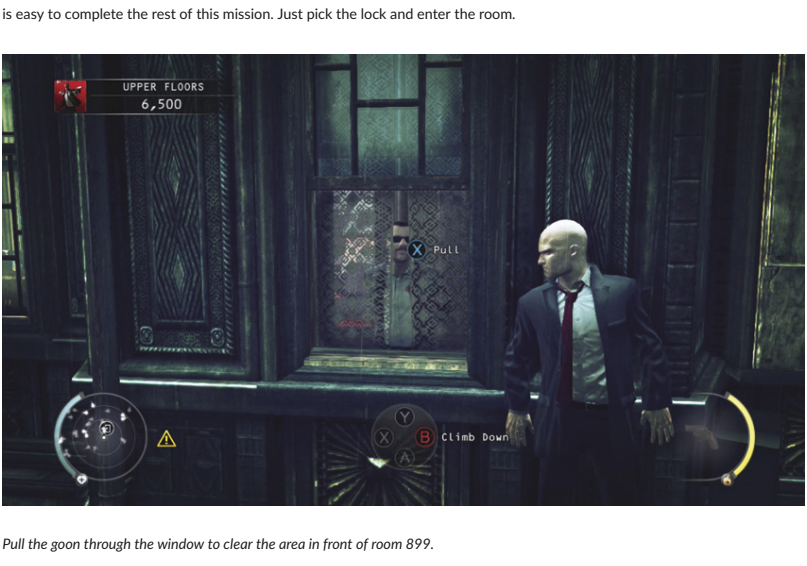
Get to Room 899

Each route to the eighth floor leaves you in a different location. This floor is off limits, so the only disguise that works at all is a goon disguise. However, you will need to use a lot of Instinct to pass by other goons. Even in this disguise, it pays to use stealth. The easiest way to get to your objective is by taking the keycard stairwell. When you reach the top and open the door, you are momentarily surprised by a bear. Don't worry, it's stuffed. Around the corner is a goon near a window. If you move quickly, as soon as you get to the eighth floor, he walks away from you and toward the window. Quickly move up behind him and push him through the window while he is looking out. You can also silently kill him and take his disguise, but be sure to dump the body out the window.



If you push this goon out of the window, then this floor becomes a lot easier.

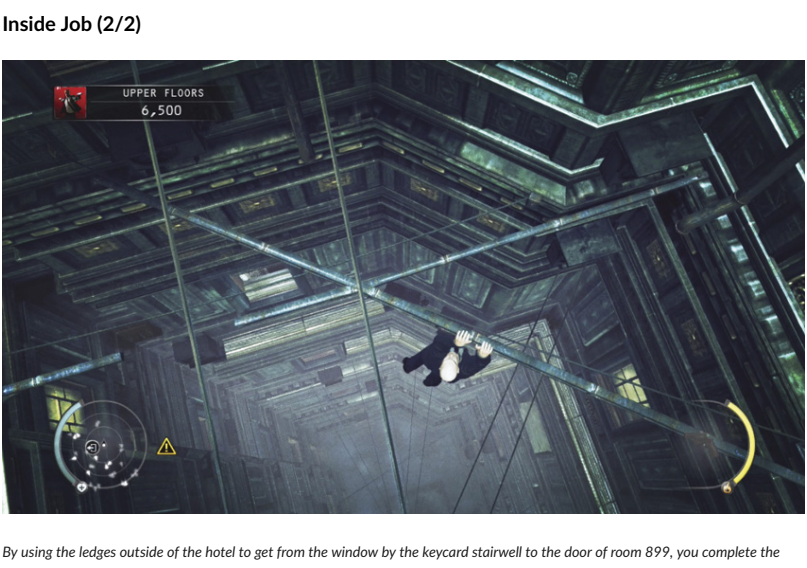
With the goon by the window out of the way, climb through the window and move along the ledge to the left. Drop down and hang from some beams. Move to the left along the beams to reach another ledge. Climb up to the ledge and wait by the window. Soon a goon looks out. When he does, grab him and pull him through the window. Since he was guarding room 899, it is easy to complete the rest of this mission. Just pick the lock and enter the room.



Pull the goon through the window to clear the area in front of room 899.

CHALLENGE

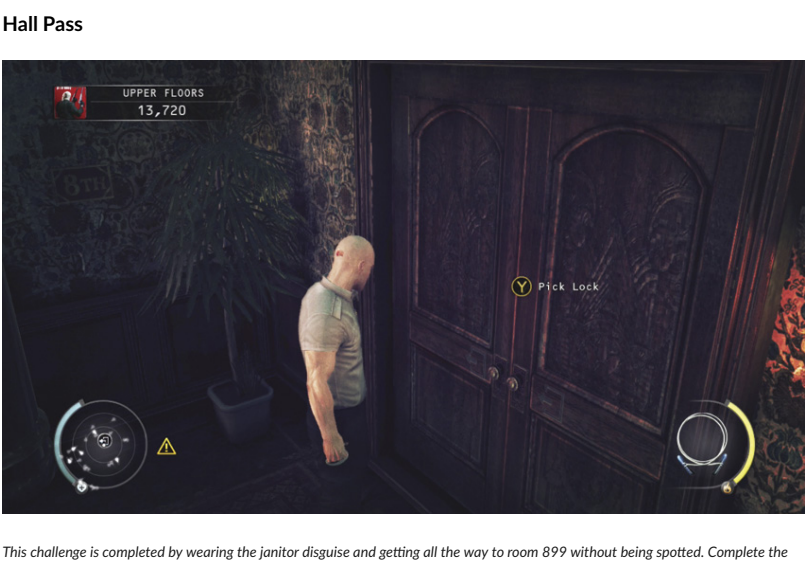
Inside Job (2/2)



By using the ledges outside of the hotel to get from the window by the keycard stairwell to the door of room 899, you complete the second half of this challenge. These challenges also make this mission a lot easier.

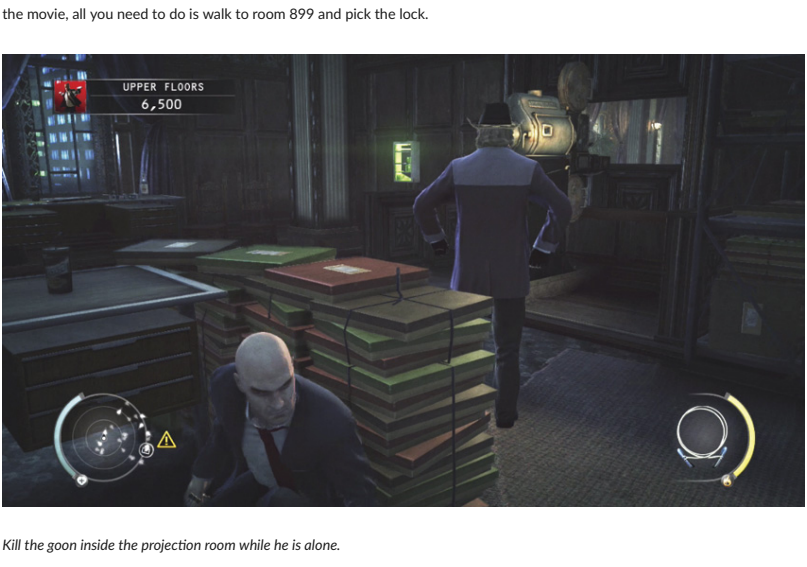
CHALLENGE

Hall Pass



This challenge is completed by wearing the janitor disguise and getting all the way to room 899 without being spotted. Complete the Inside Job challenge while wearing the janitor disguise to kill two birds with one stone.

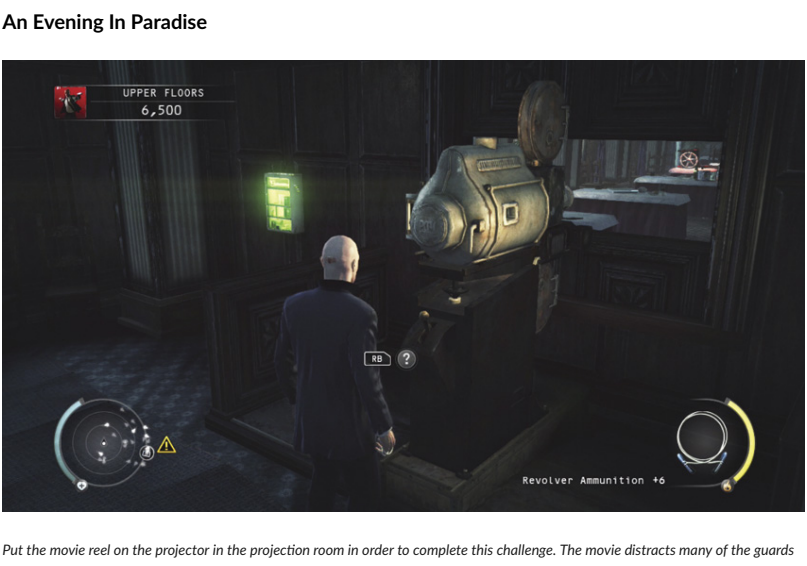
If you took the stairwell near the fire alarm, then you emerge on the eighth floor in a projection room. This next part is easier to complete if you brought the film reel with you. There are two goons in here. Hide in the nearby closet and wait for one of them to leave. Then, silently kill the remaining goon and hide the body. There are scissors here that you can use like a knife for stabbing or throwing. There is also a shotgun here. If you have the movie reel, put it on the projector. This distracts the goons in the lobby, as well as the one by the door to room 899. If you do not have the movie reel, there is another in the room adjacent to the projection room. Make sure you have a goon disguise—you can get one from the goon you just killed—and then move into that room. Distract the goon inside by throwing a bottle or any other item, and then either kill the goon and hide the body or sneak past him and get the reel. Take it back to the projection room and play the movie. Once the goons are watching the movie, all you need to do is walk to room 899 and pick the lock.



Kill the goon inside the projection room while he is alone.

CHALLENGE

An Evening In Paradise



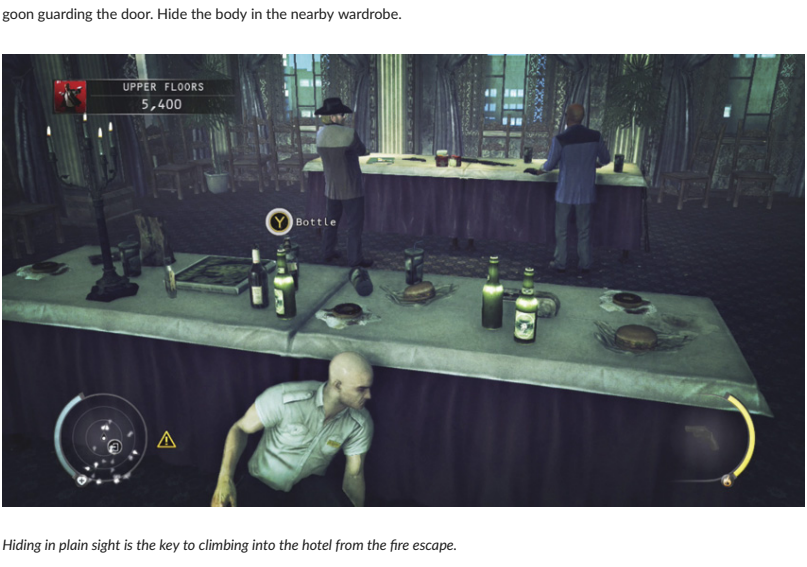
Put the movie reel on the projector in the projection room in order to complete this challenge. The movie distracts many of the guards on the eighth floor.

Weapons & Equipment

M590 12ga Shotgun

Intended for use in harsh conditions, such as combat or hunting waterfowl, the M590 pump-action shotgun is easy to clean and maintain. Some of the goons carry around shotguns. If you are expecting a fight, kill one of the goons and grab his shotgun. You can hide it on your person in order to carry it around undetected.

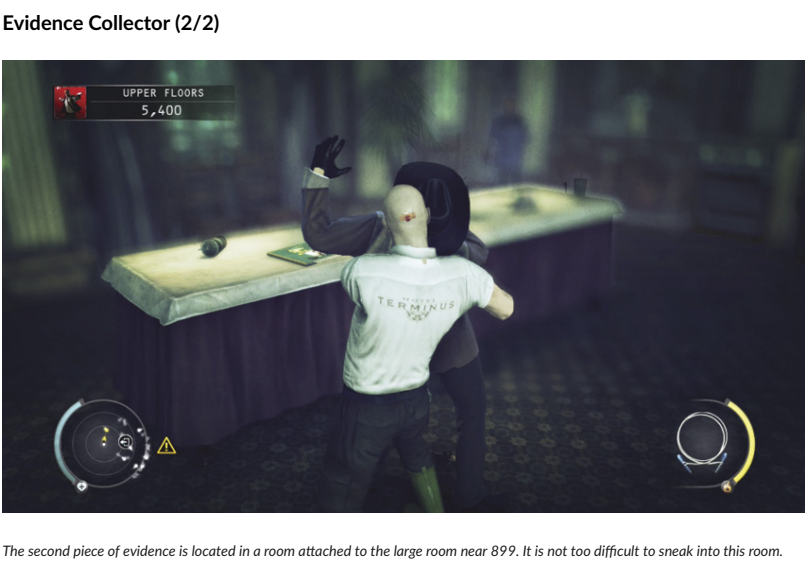
The toughest way to get into the eighth floor is by using the fire escape. You have to enter a large room through a window. There is one goon in this room at all times, and other goons come and go. Wait until the goon is alone in the room, and then move through one of the windows. There is a stack of brochures on one of the tables. Move over to it and hide in plain sight by appearing to read. This gives you a chance to observe the patterns of the goons. Wait until the goon in the room is not looking, and then exit the room. You can either move directly toward room 899 through the door on the right, or you can move through the other door into the lobby. From the lobby, you will need to either use Instinct to get to the window near the keycard stairwell, or use the movie to clear the lobby and halls. If you go straight to room 899, then you must subdue or silently kill the goon guarding the door. Hide the body in the nearby wardrobe.



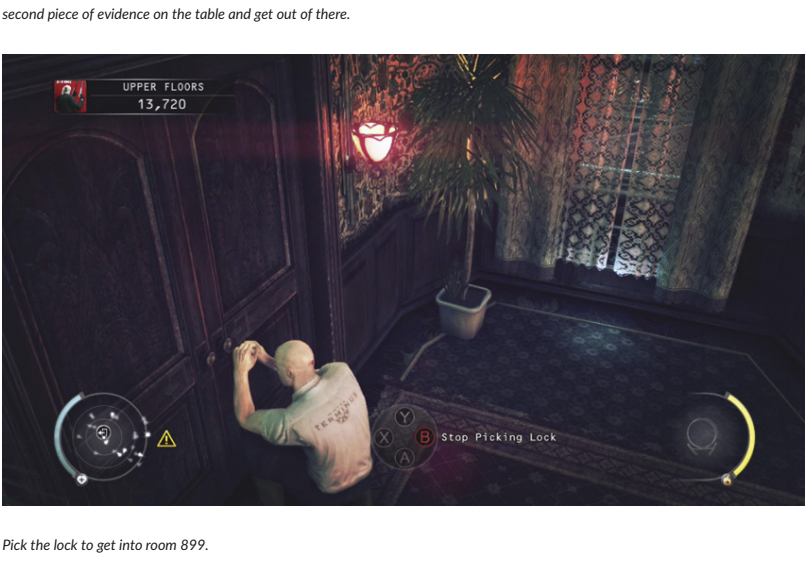
Hiding in plain sight is the key to climbing into the hotel from the fire escape.

CHALLENGE

Evidence Collector (2/2)



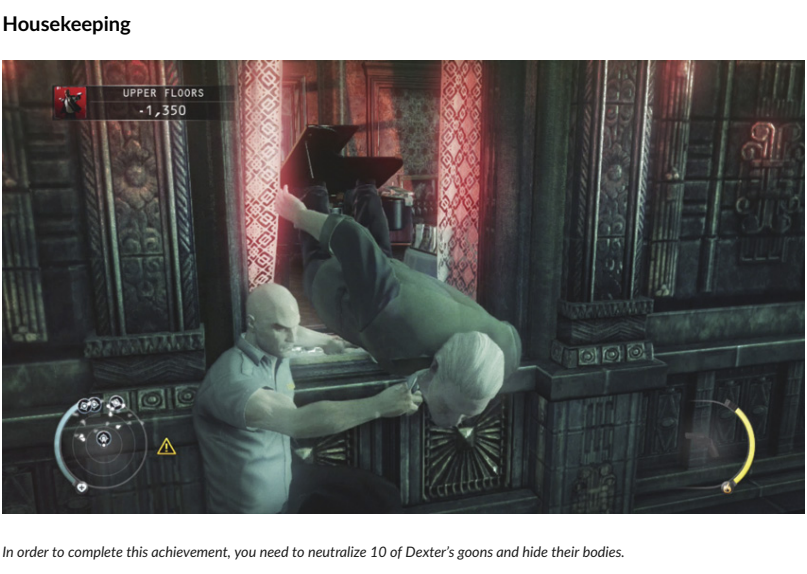
The second piece of evidence is located in a room attached to the large room near 899. It is not too difficult to sneak into this room. However, getting the evidence is tougher. There are two goons inside. They both have their backs to the door. Sneak in and take cover behind the table. Pick up the bottle and throw it in the far right corner. While one goon goes to investigate, move up behind the other goon and kill him silently with the fiberwire. Quickly drop the body and switch to a throwing weapon such as a knife, scissors, or screwdriver. Throw your weapon at the second goon before he knows you are there. There is nowhere to hide these bodies, so get the second piece of evidence on the table and get out of there.



Pick the lock to get into room 899.

CHALLENGE

Housekeeping



In order to complete this achievement, you need to neutralize 10 of Dexter's goons and hide their bodies.

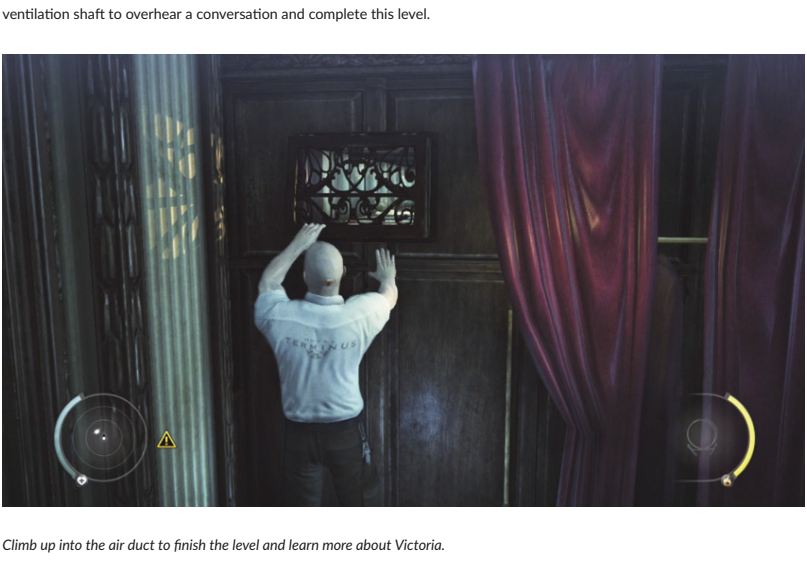
CHALLENGE

Do Not Disturb

In order to get this challenge, avoid killing or pacifying anyone. You can still use disguises, but you can't get them off of a body. Use distractions to get past goons and make your way to 899. In order to use the movie on the eighth floor, you will have to put it into the projector while the goon inside the projection room is distracted.

Room 899

After picking the lock to the door, enter the foyer of room 899. Blake Dexter is in the next room. Since you only want information, you need to get closer. Climb into the air vent in the upper right corner of the room and crawl through the ventilation shaft to overhear a conversation and complete this level.



Climb up into the air duct to finish the level and learn more about Victoria.

CHALLENGE

The Man from South Dakota

Complete this challenge by completing the level.

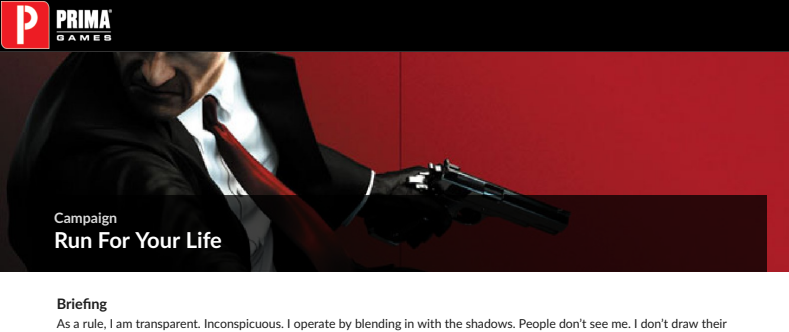
CHALLENGE

Mastery: Terminus

Complete all of the challenges for this level to earn this final challenge.

Achievements

Chamber of Secrets: Locate room 899 in order to earn this reward.



Campaign

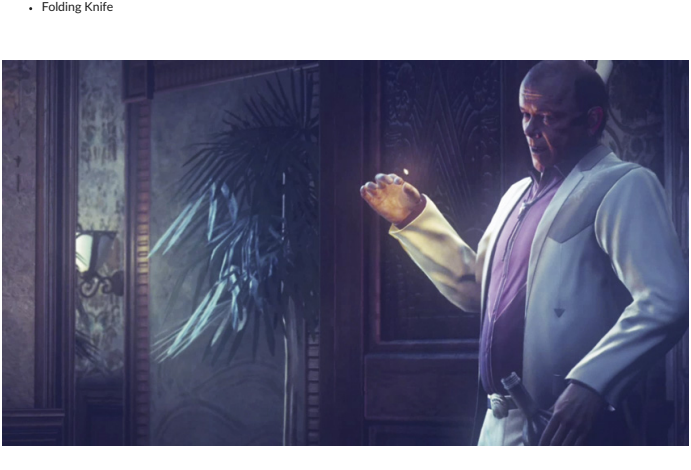
Run For Your Life

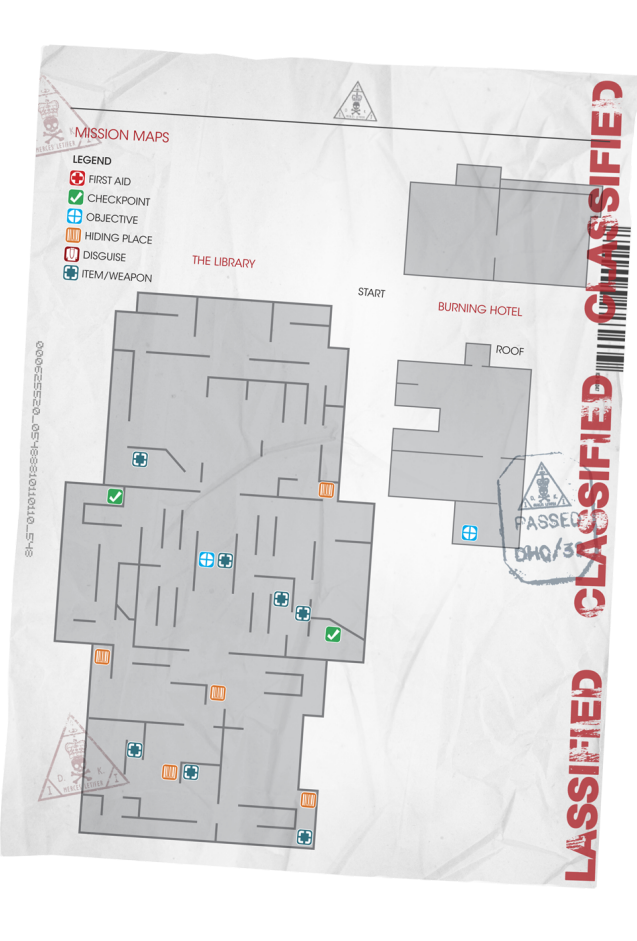
Briefing

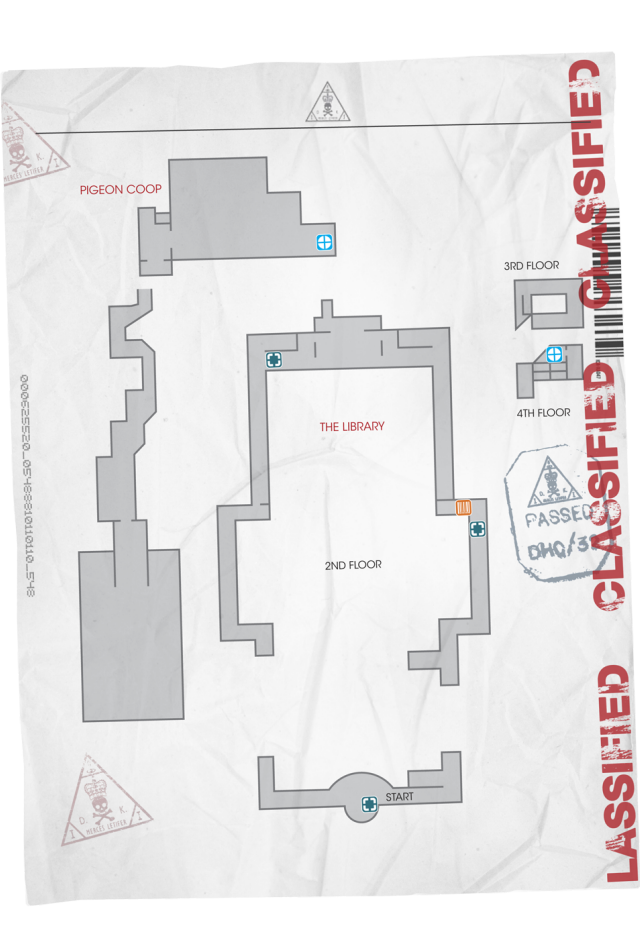
As a rule, I am transparent. Inconspicuous. I operate by blending in with the shadows. People don't see me. I don't draw their attention. When they discover the maid's body, how long before someone remembers? A man. A suit. A face? I have been reckless. I underestimated the arms dealer, and now I'm paying the price. I must get out… reach street level, keep a low profile, escape in the crowd. The police are closing in…

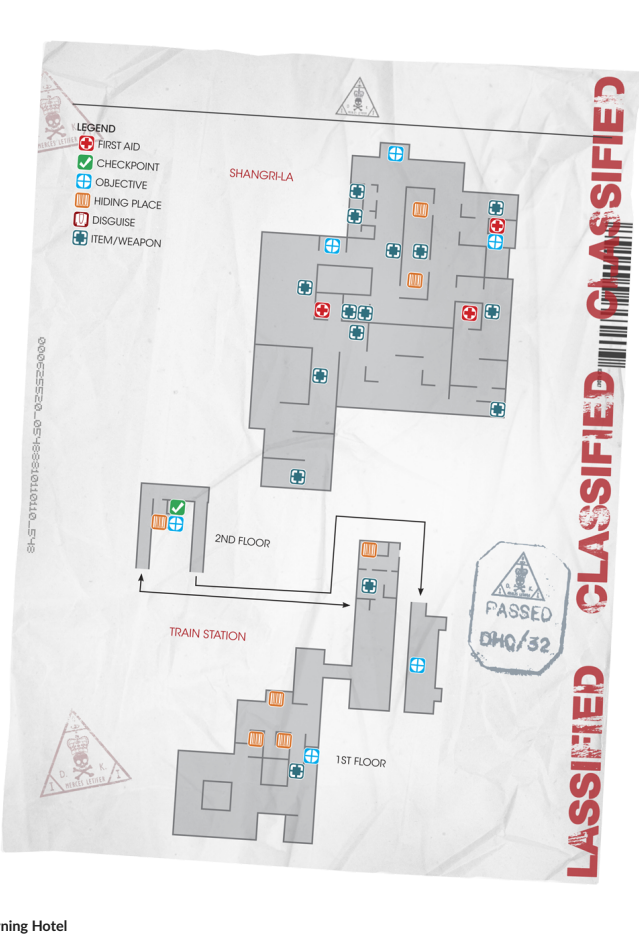
Initial Equipment

- Folding Knife

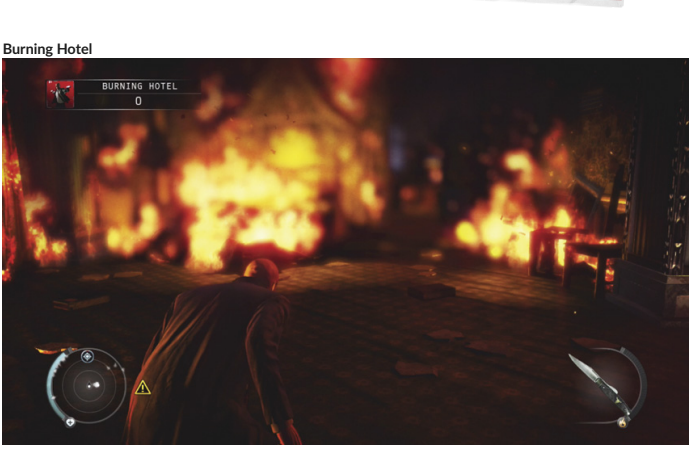


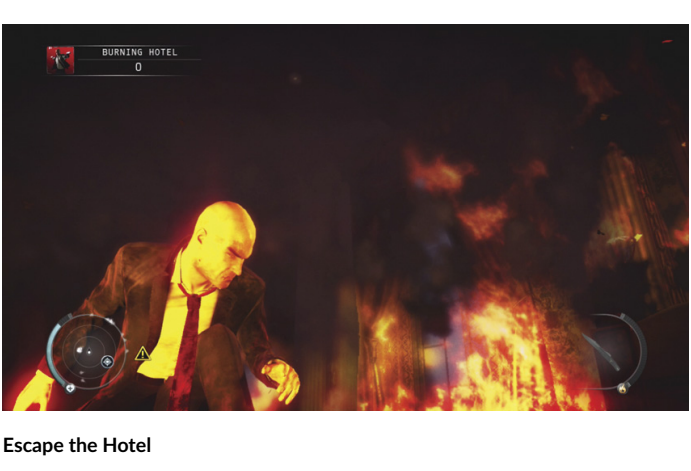






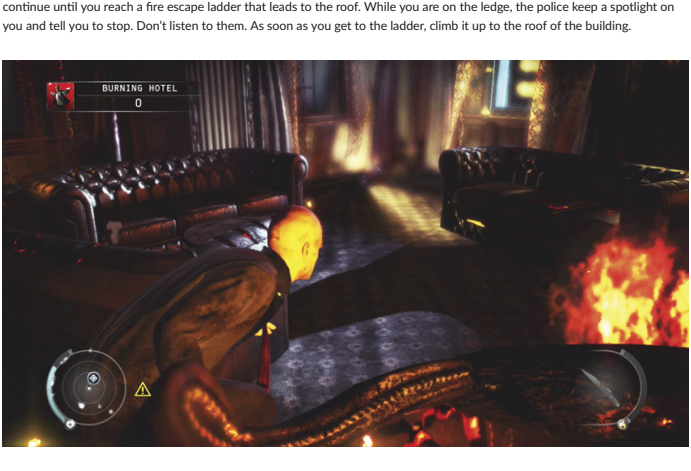
Burning Hotel

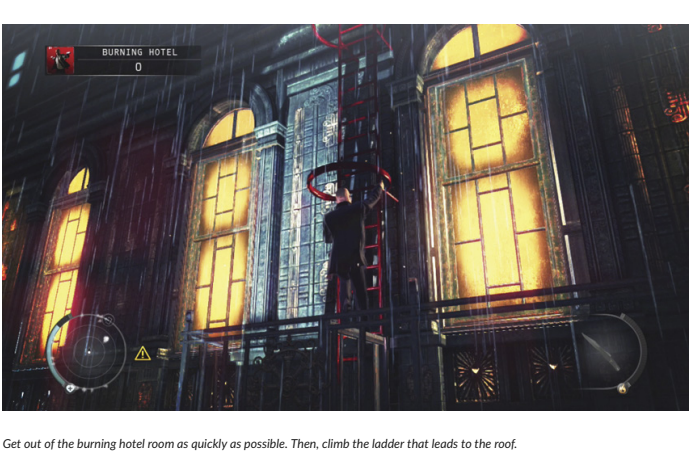




Escape the Hotel

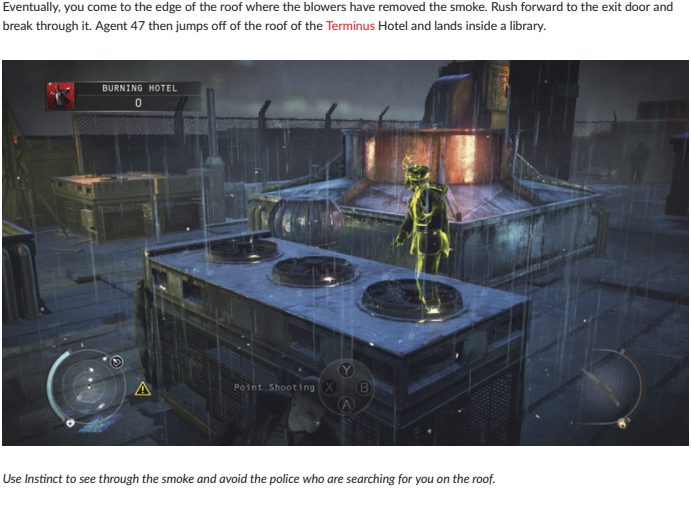
Dexter Blake has set you up. He has framed you for a murder and left you in a burning hotel. The fire is spreading and the Chicago police department has the building surrounded. The only way out is to find a way off of the roof. Police arrive at the hotel room and attempt to break down the door. Get moving! There are flames all around you. Stay low and move through the doorway near the bed. Continue across the next room and make your way to an open window. Use the mini map to help you stay oriented and locate your destinations during this mission; it's easy to get turned around or lost amidst all the chaos. Once you have climbed through the window, move along the ledge on the outside of the building to the right. Round the corner and continue until you reach a fire escape ladder that leads to the roof. While you are on the ledge, the police keep a spotlight on you and tell you to stop. Don't listen to them. As soon as you get to the ladder, climb it up to the roof of the building.





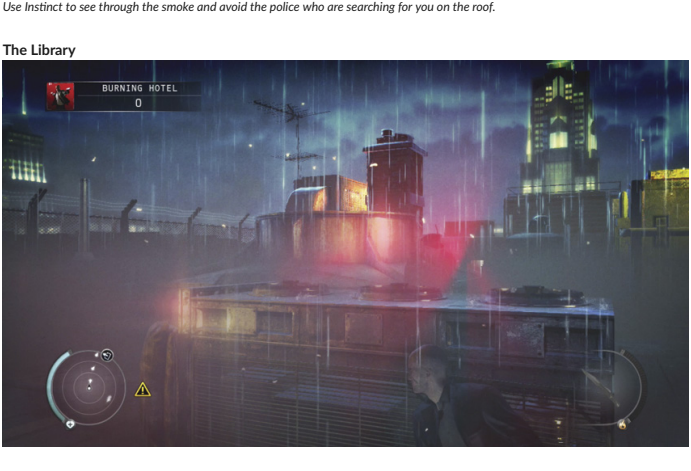
Get out of the burning hotel room as quickly as possible. Then, climb the ladder that leads to the roof.

The police are already on the roof of the hotel. Since you need to get across to the other side of the hotel, you must move past them without being seen. Luckily, the thick smoke helps to hide you. When you hold down the Instinct button, you can see through the smoke. This allows you to move around and avoid the police. If you stay to the right, you can usually avoid most of them. Look for a wrench as you make your way across. You can swap your folding knife for it. While the knife can be used to kill, the wrench is better for distractions. When you come to the spot where the roof drops down to a lower level, locate the stairs and wait until the path is clear before going down the steps. Look for gaps between the police and make your move. Eventually, you come to the edge of the roof where the blowers have removed the smoke. Rush forward to the exit door and break through it. Agent 47 then jumps off of the roof of the Terminus Hotel and lands inside a library.



Use Instinct to see through the smoke and avoid the police who are searching for you on the roof.

The Library

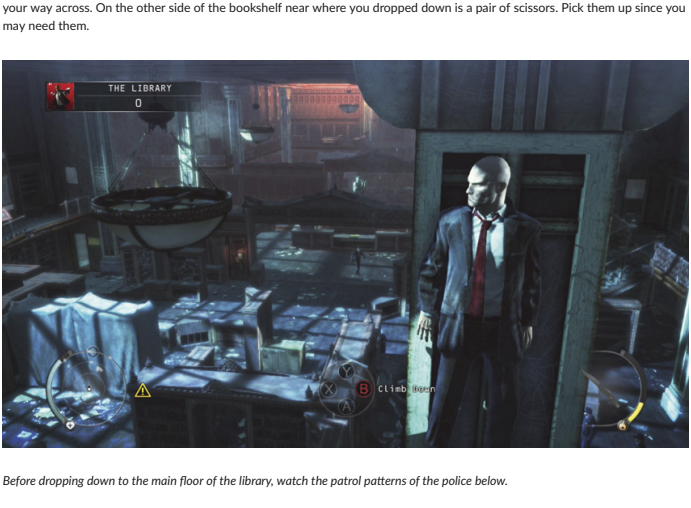


BURNING HOTEL
0

Escape the Library

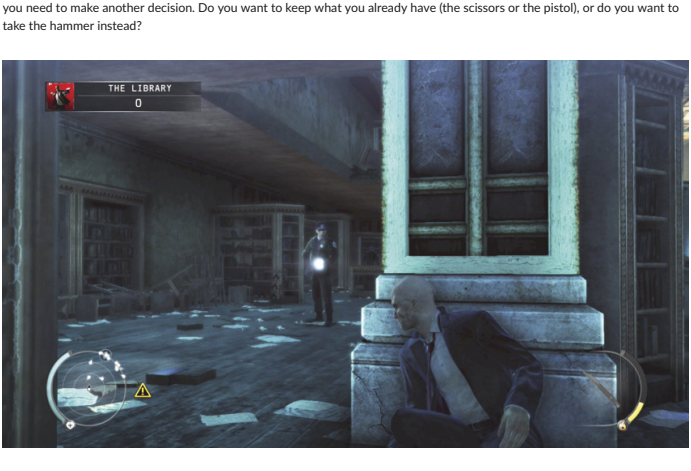
Book Collection

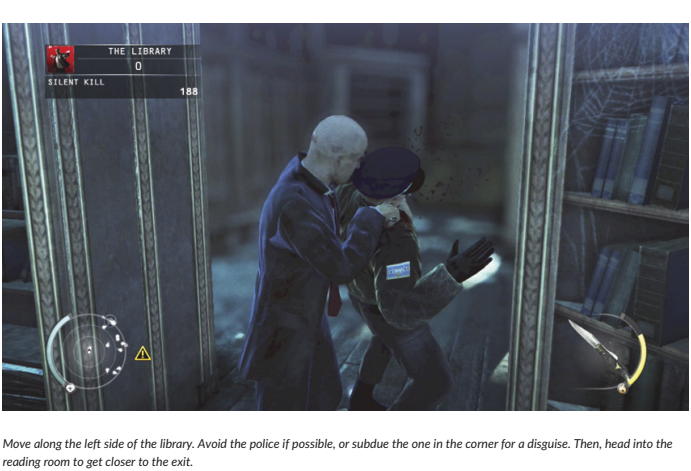
After crashing through the window, you end up on a ledge above a balcony walkway. Drop down to the walkway and head to the left. In an alcove, you can pick up a shotgun, a police version of the M590. Hopefully you won't need it, but you can never be too careful. Plus, you can add it to your collection. Continue to the end of the walkway where it drops away. Watch the police patrolling the floor below, wait until the area below you is clear, and then drop down. Quickly take cover next to one of the bookshelves. Your destination is the other side of the library. The left side of the library offers good cover, so begin making your way across. On the other side of the bookshelf near where you dropped down is a pair of scissors. Pick them up since you may need them.



Before dropping down to the main floor of the library, watch the patrol patterns of the police below.

There is a police officer directly ahead of you. As he walks away from you, either sneak past him to the right or move in behind and subdue him. If you subdue him, take his uniform and pistol before hiding the body in the nearby container. Then, make your way through the door leading to the reading area. Quickly take cover behind the counter. A hammer is located here, so you need to make another decision. Do you want to keep what you already have (the scissors or the pistol), or do you want to take the hammer instead?





Move along the left side of the library. Avoid the police if possible, or subdue the one in the corner for a disguise. Then, head into the reading room to get closer to the exit.

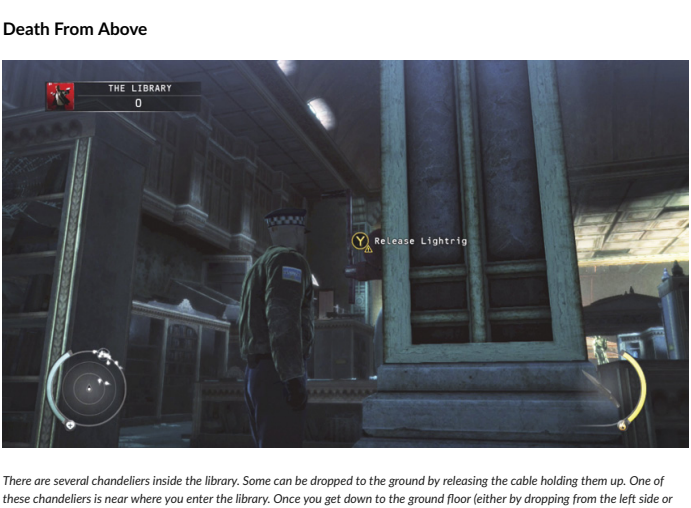
Weapons & Equipment

Police Officer

This is the standard uniform worn by the Chicago police department. It allows you to get past other police as long as you use Instinct. Try to hide and use stealth as much as possible to avoid being seen without using up your Instinct.

CHALLENGE

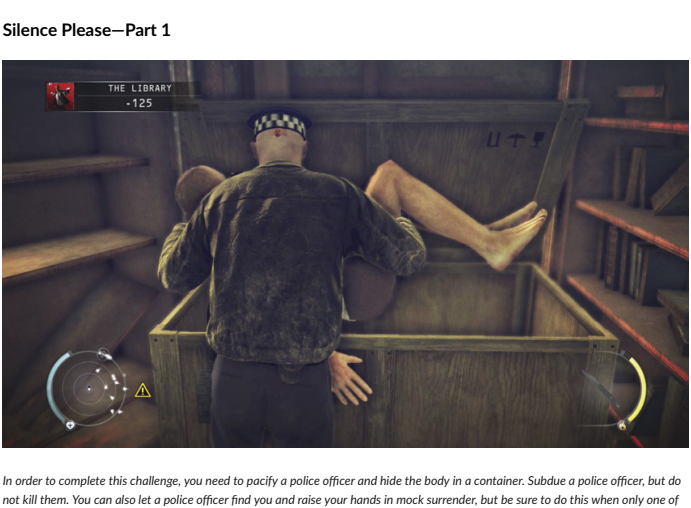
Death From Above



There are several chandeliers inside the library. Some can be dropped to the ground by releasing the cable holding them up. One of these chandeliers is near where you enter the library. Once you get down to the ground floor (either by dropping from the left side or taking the stairs on the right), move toward the middle. Wait for a police officer to walk right under the chandelier, and then release the cable to kill him and complete this challenge. There is a power cord on a shelf nearby that can be used like a fiberwire for silent kills.

CHALLENGE

Silence Please—Part 1



In order to complete this challenge, you need to pacify a police officer and hide the body in a container. Subdue a police officer, but do not kill them. You can also let a police officer find you and raise your hands in mock surrender, but be sure to do this when only one of them is around. Then, as the officer comes in close, take the officer's gun. Use their body as a shield, knock them out, and hide the body.

CHALLENGE

Silence Please—Part 2

Pacify seven police officers and hide their bodies in order to earn the second part of this challenge. The library is a good place to do this. There are containers in the center of the library and on the right side, as well as one container on the left.

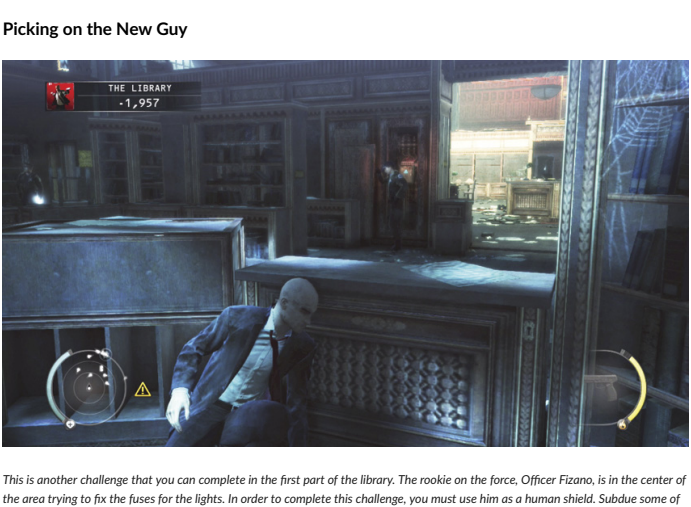
Weapons & Equipment

Aries 24-7

The Aries 24-7 is an unremarkable combat pistol. It is easily controllable and has a good cyclic rate. It is upstaged by other specialized handguns, but remains a viable choice as a sidearm. Some police officers carry this pistol. If you come across this pistol, take it. In fact, you can actually carry and use two of these at a time since it is an automatic pistol.

CHALLENGE

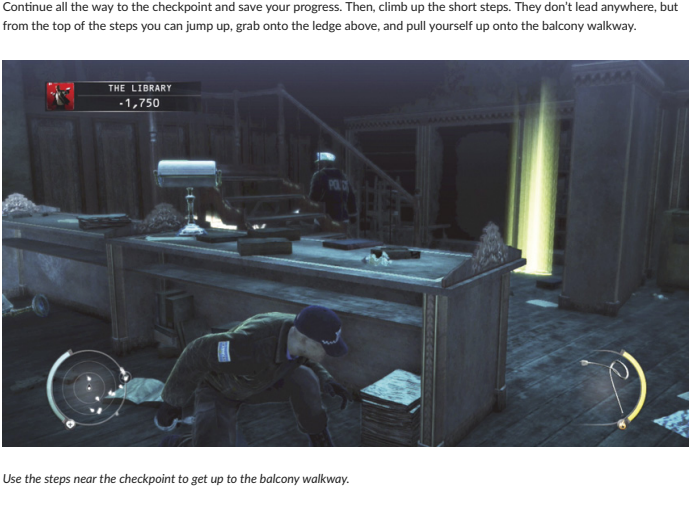
Picking on the New Guy



This is another challenge that you can complete in the first part of the library. The rookie on the force, Officer Fizano, is in the center of the area trying to fix the fuses for the lights. In order to complete this challenge, you must use him as a human shield. Subdue some of the police on the left side of the library, and then walk out in the open so that Fizano sees you and comes to arrest you. Mock surrender and take away his gun. Hopefully, no one sees you do this and you can knock him out and hide the body without getting into a fire fight. Once Fizano is out of the way, sabotage the fuse box to dim the lights in the reading area and make it easier for you to get through there.

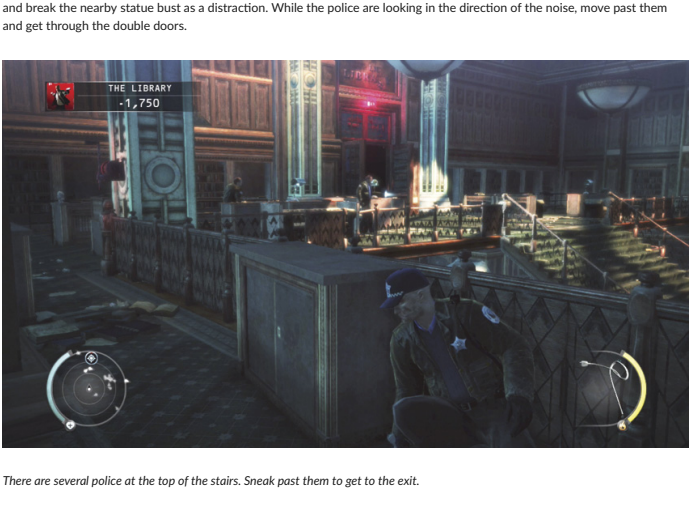
Reading Room

The reading room is easier to get through if you have sabotaged the fuse box. However, if you are just trying to make it through unnoticed, don't worry about the lights. Instead, move along the left wall and stay in the shadows of the bookshelves. Continue all the way to the checkpoint and save your progress. Then, climb up the short steps. They don't lead anywhere, but from the top of the steps you can jump up, grab onto the ledge above, and pull yourself up onto the balcony walkway.



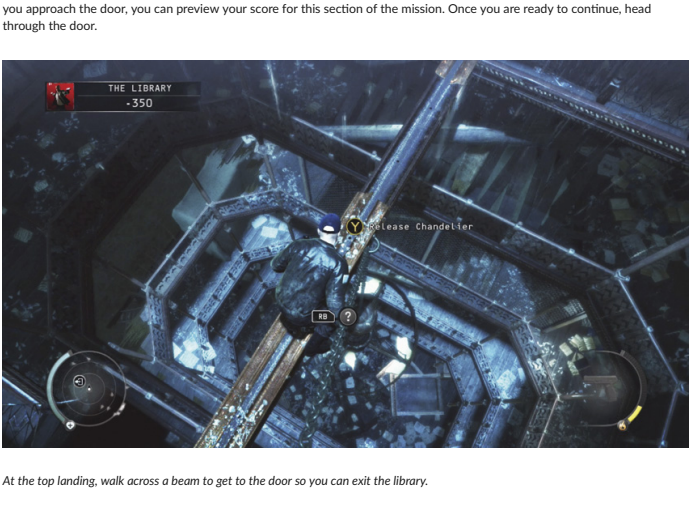
Use the steps near the checkpoint to get up to the balcony walkway.

Stay low and move along the walkway toward the far side of the library. There are several police patrolling the area near the top of the stairs. A chandelier hangs over them, and if a police officer walks under it you can drop it on him. Stay behind cover and break the nearby statue bust as a distraction. While the police are looking in the direction of the noise, move past them and get through the double doors.



There are several police at the top of the stairs. Sneak past them to get to the exit.

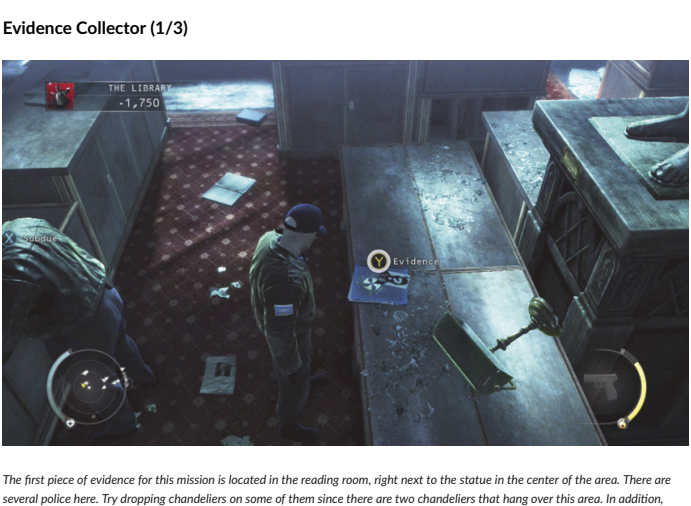
If you were able to slip into the staircase area without being seen, then you are in the clear. Make your way up the stairs and continue around on the landing to the right. The next flight of stairs is destroyed, so keep going until you reach a ledge. Jump up onto the ledge to get to the next landing. Your way to the door is blocked, so walk across a beam to get to the other side. As you approach the door, you can preview your score for this section of the mission. Once you are ready to continue, head through the door.



At the top landing, walk across a beam to get to the door so you can exit the library.

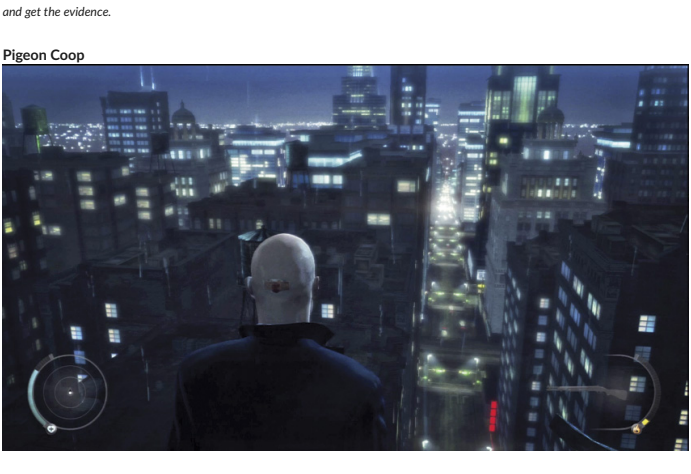
CHALLENGE

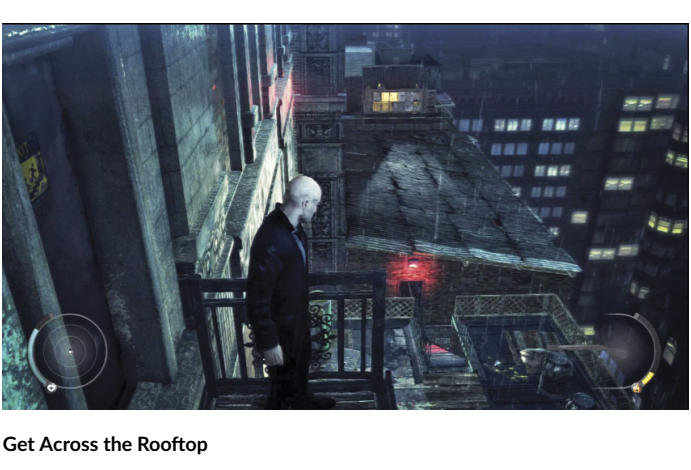
Evidence Collector (1/3)



The first piece of evidence for this mission is located in the reading room, right next to the statue in the center of the area. There are several police here. Try dropping chandeliers on some of them since there are two chandeliers that hang over this area. In addition, locate the radio on the right side of the room. Turn it on, or position it behind some book shelves before turning it on, in order to lure some of the police over to the right side of the library. There is also a checkpoint in this area. While the police are distracted, move in and get the evidence.

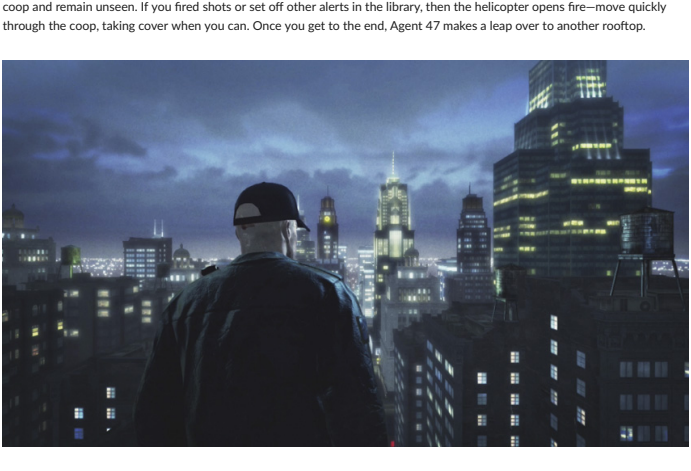
Pigeon Coop

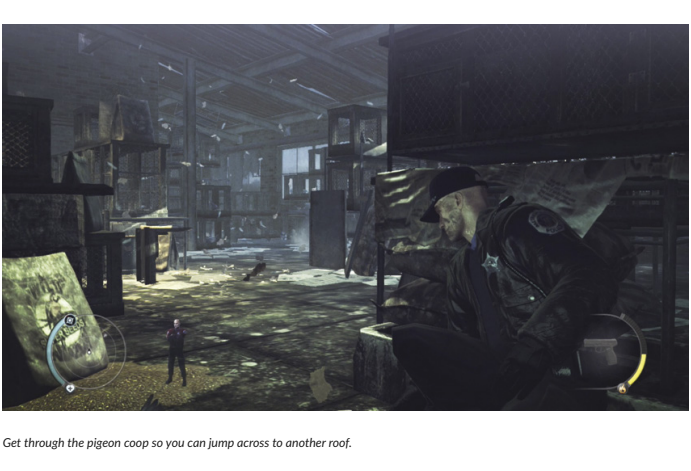




Get Across the Rooftop

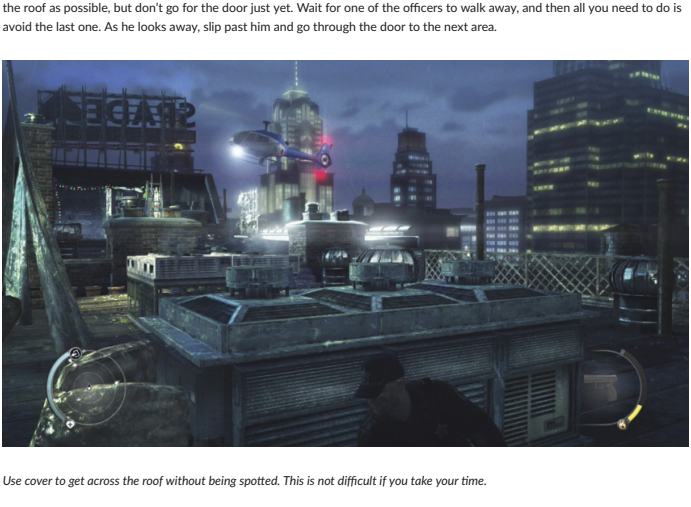
After busting through the door, you find yourself on a fire escape. Drop down to the roof below and start running. A police helicopter is on its way, and when it arrives it starts shooting at you. Run across the rooftop and down a short flight of stairs. Continue into a brick structure. There are hundreds of pigeon cages in this building. Stay low and move through it. How the helicopter reacts depends on if you were detected inside the library. If you were not seen, then use stealth to get through the coop and remain unseen. If you fired shots or set off other alerts in the library, then the helicopter opens fire—move quickly through the coop, taking cover when you can. Once you get to the end, Agent 47 makes a leap over to another rooftop.





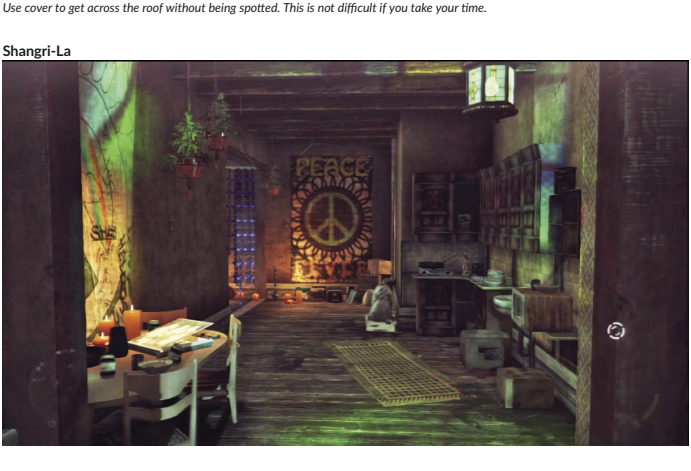
Get through the pigeon coop so you can jump across to another roof.

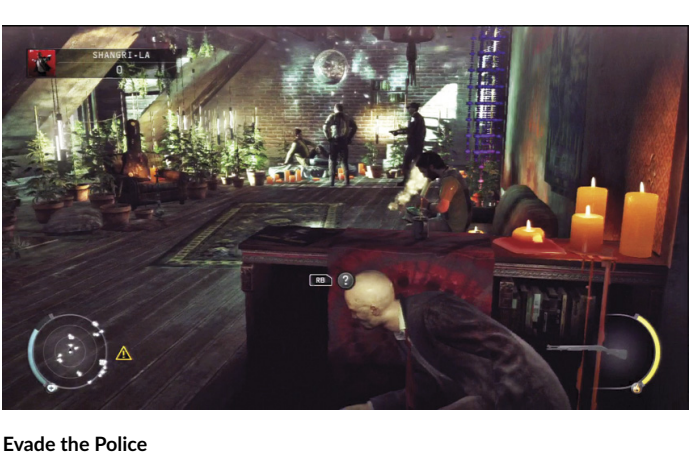
On the other rooftop, you find yourself inside a ventilation room. There are three police out on the open rooftop and one is headed toward you. Look around the room to find an air duct. Climb into it and follow the shaft out onto a corner of the open rooftop. Take cover behind the chimneys and air conditioning units on the rooftop, staying away from the edge to avoid being seen by the helicopter. Keep an eye on the other two police officers. Wait for them to talk to one another. Move as far across the roof as possible, but don't go for the door just yet. Wait for one of the officers to walk away, and then all you need to do is avoid the last one. As he looks away, slip past him and go through the door to the next area.



Use cover to get across the roof without being spotted. This is not difficult if you take your time.

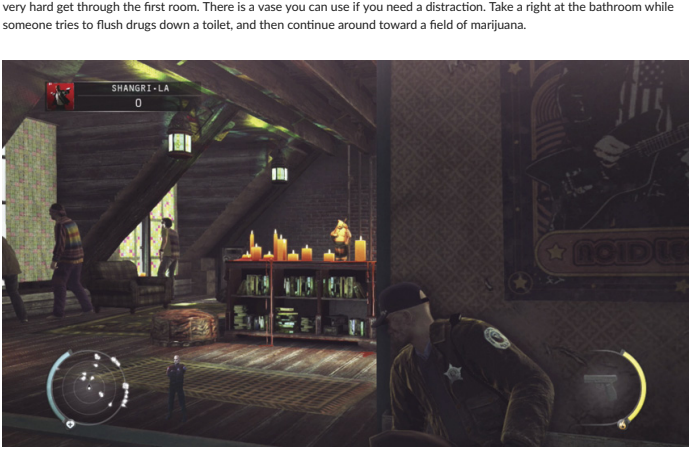
Shangri-La

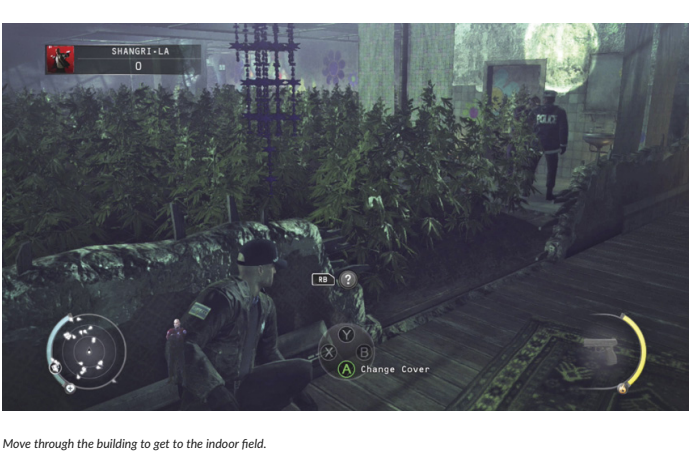




Evade the Police

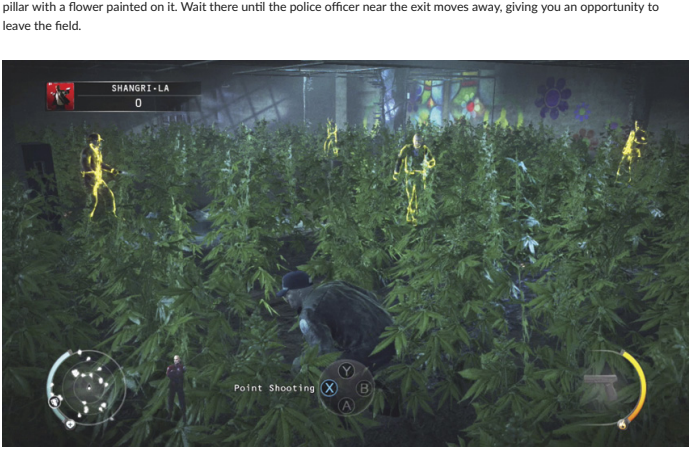
You have just entered a hippie den. The police are already raiding it in order to find you. On the counter to the right is a knife you can pick up if you so choose. Move quickly through the building. The people in here are busy avoiding the cops, so it's not very hard get through the first room. There is a vase you can use if you need a distraction. Take a right at the bathroom while someone tries to flush drugs down a toilet, and then continue around toward a field of marijuana.

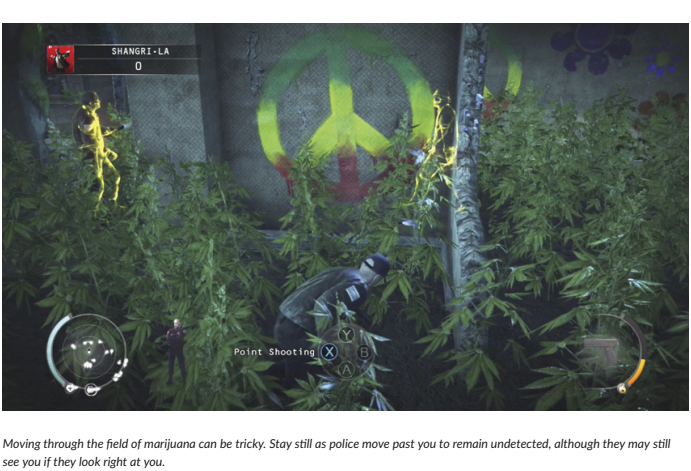




Move through the building to get to the indoor field.

Scale the first short wall to get into the field. It's easier to get through the field near the front since there are more cops near the back of the room. Stay low and move toward the area where a couple of police are arresting the drug growers. Leave the field and move behind the cops to avoid another officer patrolling the plants. Then, get back into the field and head over to a pillar with a flower painted on it. Wait there until the police officer near the exit moves away, giving you an opportunity to leave the field.





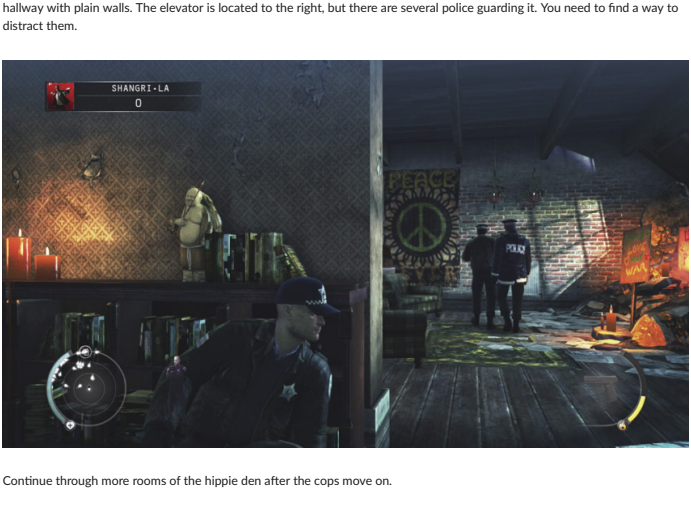
Moving through the field of marijuana can be tricky. Stay still as police move past you to remain undetected, although they may still see you if they look right at you.

CHALLENGE

Fields of Joy

Get through the field of marijuana without being seen in order to earn this challenge.

Exit the field and enter a kitchen area. There is a checkpoint here that you can use to save your progress. There is also a bong that you can either pick up and throw as a distraction, or use to attack enemies. Stay in this area until the two cops in the next room finish their conversation and begin walking away from you. Follow them through several rooms until you come to a hallway with plain walls. The elevator is located to the right, but there are several police guarding it. You need to find a way to distract them.



Continue through more rooms of the hippie den after the cops move on.

CHALLENGE

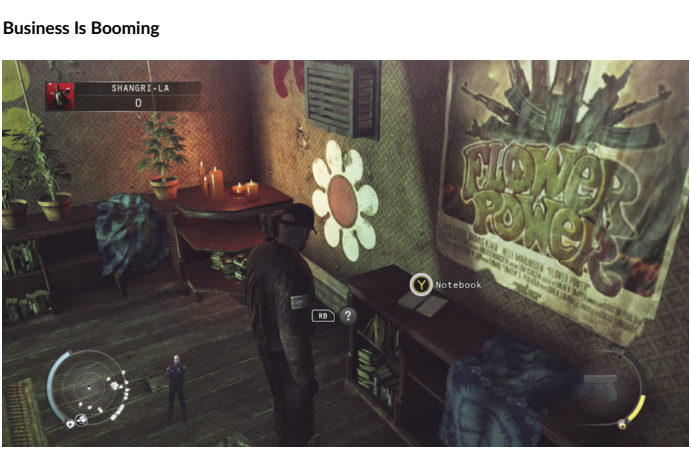
Bong Hits

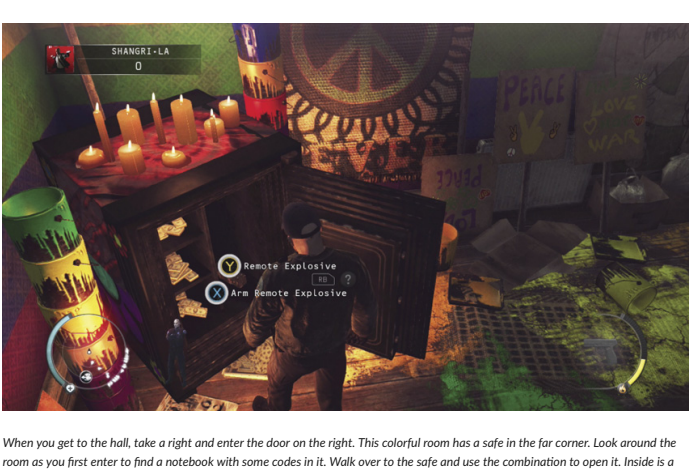
Complete this challenge by knocking out three police officers with the bong.

There are two different ways to distract the police and get them away from the elevator. Each of these is a challenge, so two playthroughs are required in order to get both.

CHALLENGE

Business Is Booming

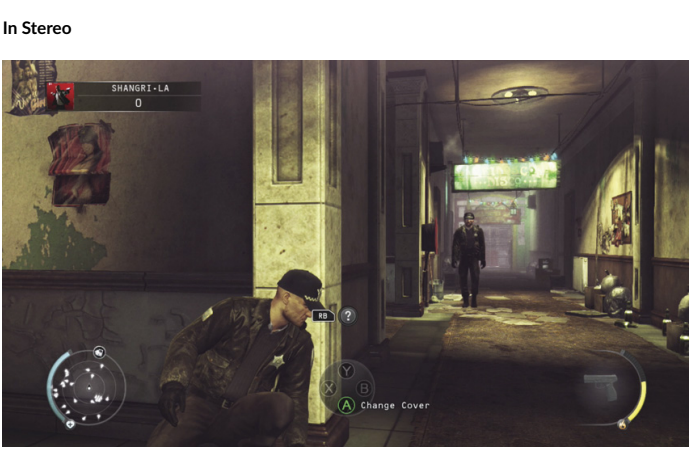


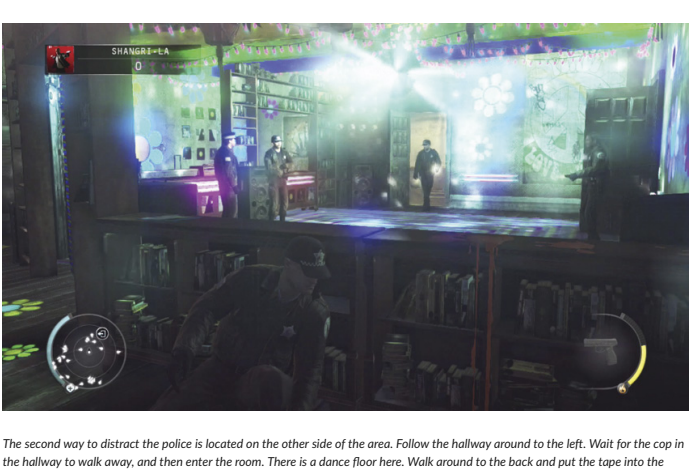


When you get to the hall, take a right and enter the door on the right. This colorful room has a safe in the far corner. Look around the room as you first enter to find a notebook with some codes in it. Walk over to the safe and use the combination to open it. Inside is a remote-controlled explosive. Leave that where it is. Next, look around for a radio near the safe. Turn it on, move into the other room, and take cover behind a short wall. Wait for a police officer to come in to check on the radio. While he is in there, he sees the open safe and the explosives. After he calls in the other police, leave the room and head toward the elevator, which is now clear.

CHALLENGE

In Stereo

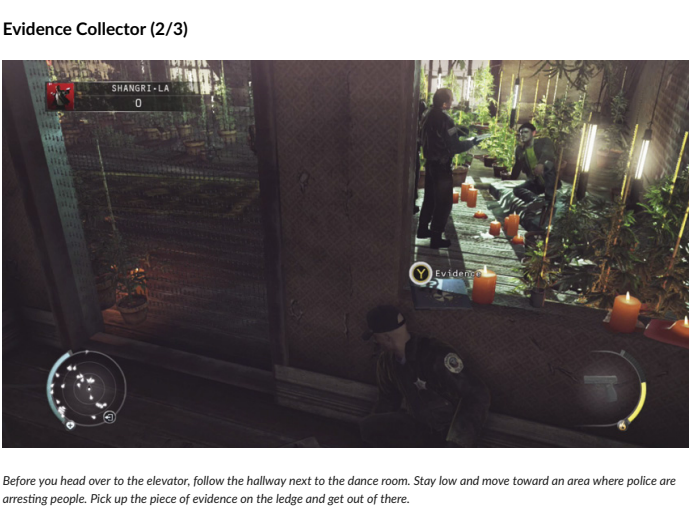




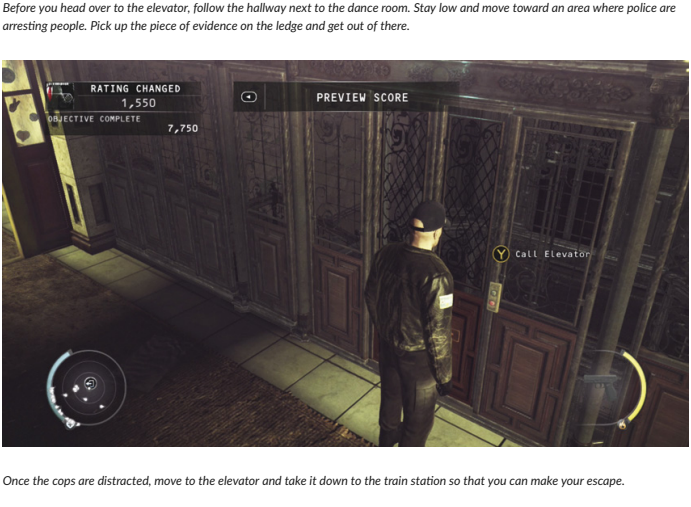
The second way to distract the police is located on the other side of the area. Follow the hallway around to the left. Wait for the cop in the hallway to walk away, and then enter the room. There is a dance floor here. Walk around to the back and put the tape into the player to begin the music. If you are in a police disguise, you can hide in plain sight by playing the keyboard. Otherwise, hide behind the counter where the keyboard is located. Wait until there are four police dancing in the room, and then slip out to find an empty hallway and a clear shot to the elevator.

CHALLENGE

Evidence Collector (2/3)

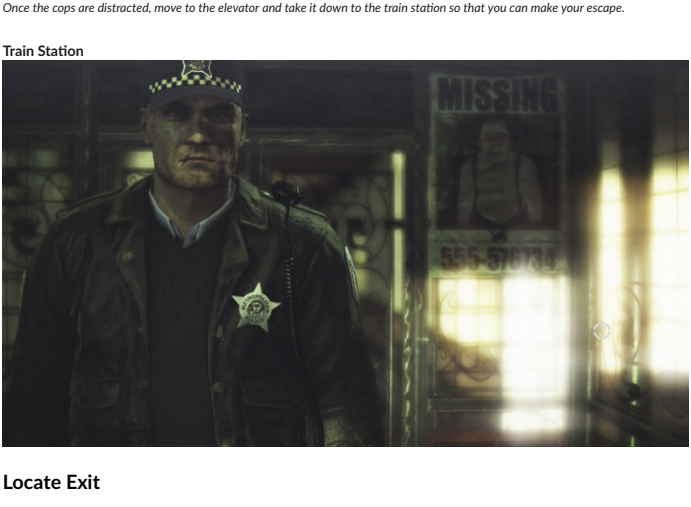


Before you head over to the elevator, follow the hallway next to the dance room. Stay low and move toward an area where police are arresting people. Pick up the piece of evidence on the ledge and get out of there.



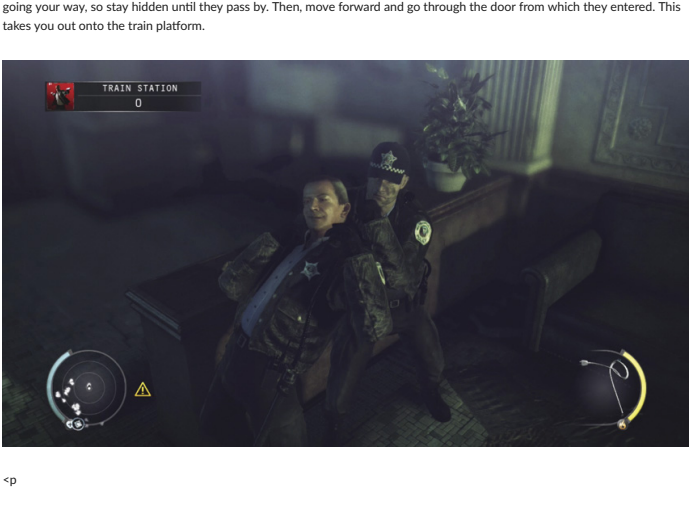
Once the cops are distracted, move to the elevator and take it down to the train station so that you can make your escape.

Train Station



Locate Exit

As you exit the elevator, you can see a lot of police through the door directly ahead. Head through the door to your left. Once you are in the next room, quickly take cover behind the counter and wait. A police officer walks in. As he approaches the counter, press the attack button to grab him and pull him over the counter. Subdue him and hide the body in the nearby container, and then begin moving into the next room. Take cover to one side as SWAT officers enter the building. They are not going your way, so stay hidden until they pass by. Then, move forward and go through the door from which they entered. This takes you out onto the train platform.

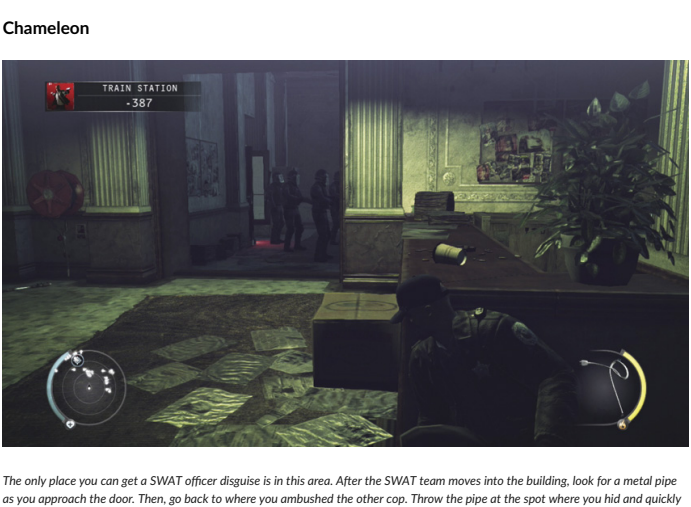


<p

>Attack this cop by pulling him over the counter and subduing him.

CHALLENGE

Chameleon



The only place you can get a SWAT officer disguise is in this area. After the SWAT team moves into the building, look for a metal pipe as you approach the door. Then, go back to where you ambushed the other cop. Throw the pipe at the spot where you hid and quickly take cover on the other side of the counter. When the SWAT officer walks in to look at the pipe, reach over the counter to attack and subdue him. Take the officer's uniform, wear it as a disguise, and hide the body in the container.

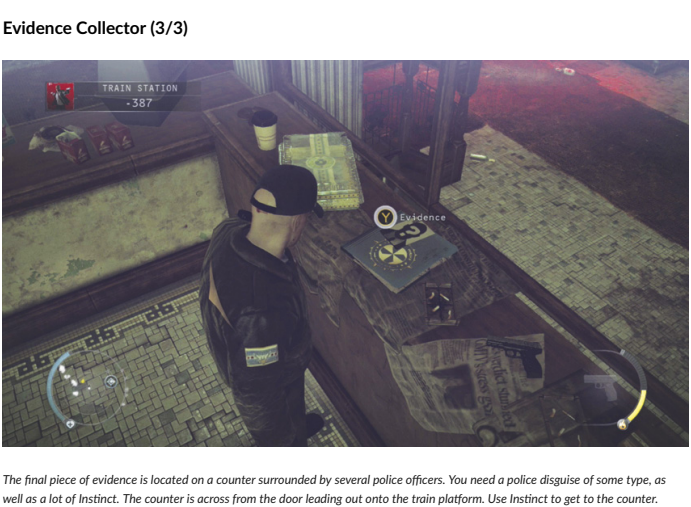
Weapons & Equipment

SWAT Officer

This is the uniform worn by Chicago police officers on the elite SWAT team. While you are wearing it, you need to use Instinct to get past all types of police officers.

CHALLENGE

Evidence Collector (3/3)

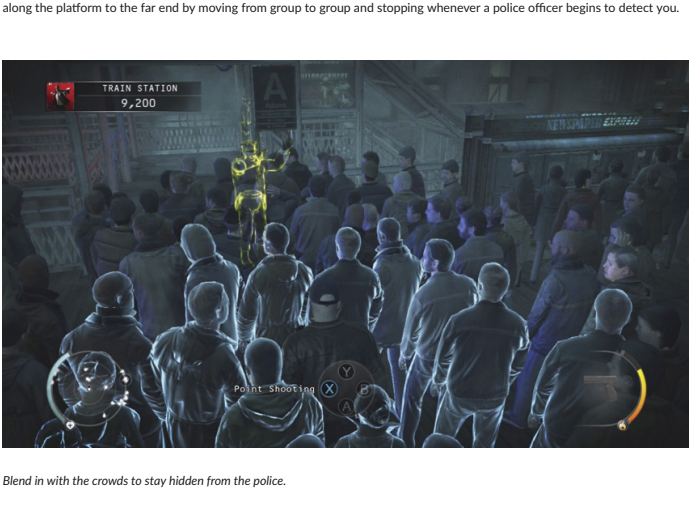


The final piece of evidence is located on a counter surrounded by several police officers. You need a police disguise of some type, as well as a lot of Instinct. The counter is across from the door leading out onto the train platform. Use Instinct to get to the counter. Then, hide in plain sight by standing next to the doughnuts. Wait until some of the cops talk to you, and then make your way around the counter to get the evidence. Once you have the evidence, move out of the area quickly before the police see through your disguise.

Tip

It is easier to get through the train platforms in your suit rather than in a police disguise.

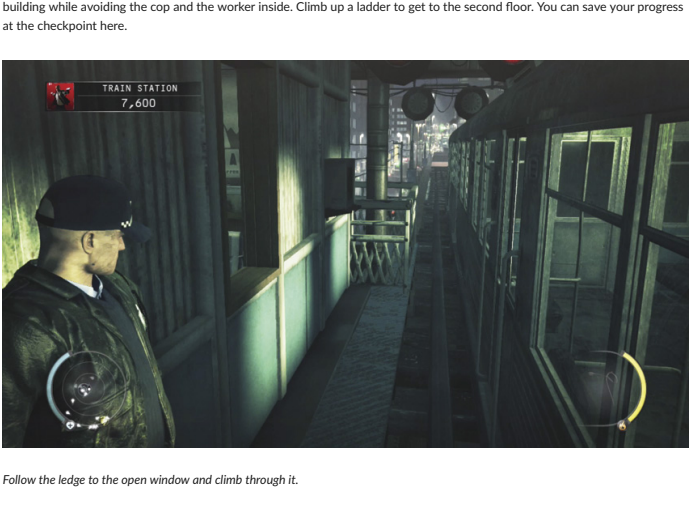
Continue through the door leading to the train platforms. There are two police officers in this area, both with their backs to you. As they hold back the crowds, move past the cop on the right and get into the crowd. When standing in a group of people, you can't be detected as long as you stay still. Press the Instinct button to highlight the people hiding you. Make your way along the platform to the far end by moving from group to group and stopping whenever a police officer begins to detect you.



Blend in with the crowds to stay hidden from the police.

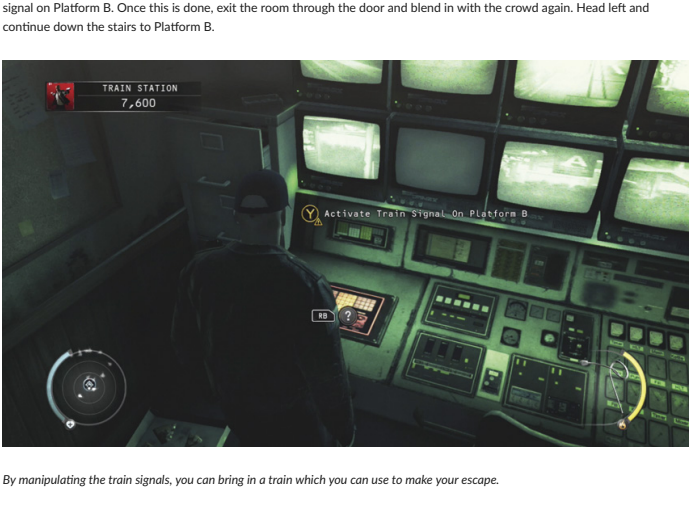
Restart the Train Signals

As you advance to the end of the platform, stay on the right so that you are near the track. When you get to a small building, walk out onto a ledge. Follow it until you can climb through a window to enter the building. Carefully move through the building while avoiding the cop and the worker inside. Climb up a ladder to get to the second floor. You can save your progress at the checkpoint here.



Follow the ledge to the open window and climb through it.

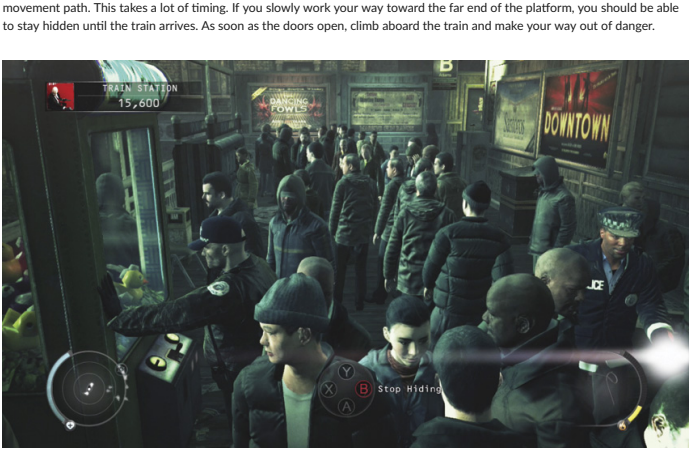
In the upstairs room, a railroad worker is talking on the phone. While he is occupied, move to the controls and activate the train signal on Platform B. Once this is done, exit the room through the door and blend in with the crowd again. Head left and continue down the stairs to Platform B.

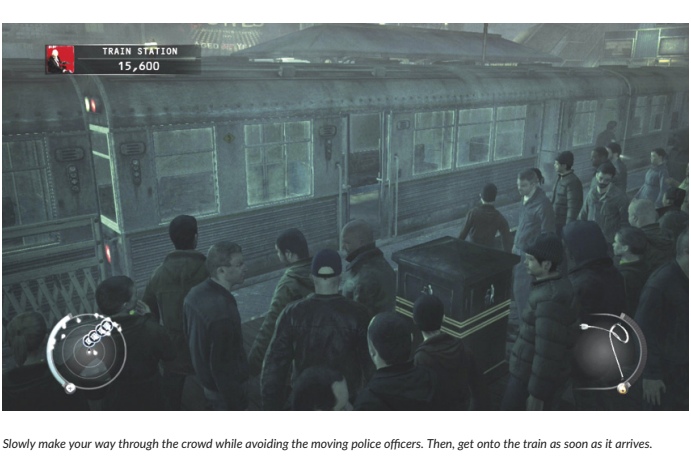


By manipulating the train signals, you can bring in a train which you can use to make your escape.

Board the Train on Platform B

Down on the platform, there are several police looking for you. Quickly blend into the crowd. The train arrives in one minute, so you have to remain undetected for a full 60 seconds. While you can avoid detection by hiding in the crowd, you still have to watch out for police moving through the crowds. Use Instinct to see them and move into groups of people that are not in their movement path. This takes a lot of timing. If you slowly work your way toward the far end of the platform, you should be able to stay hidden until the train arrives. As soon as the doors open, climb aboard the train and make your way out of danger.





Slowly make your way through the crowd while avoiding the moving police officers. Then, get onto the train as soon as it arrives.

CHALLENGE

The Tables have Turned

Complete this mission in order to earn this challenge.

CHALLENGE

Mastery: Run for Your Life

Earn all challenges for this mission to complete this final challenge.

Achievements

Catch a Ride: Board the train at the train station and get this award.

Campaign

Hunter and Hunted

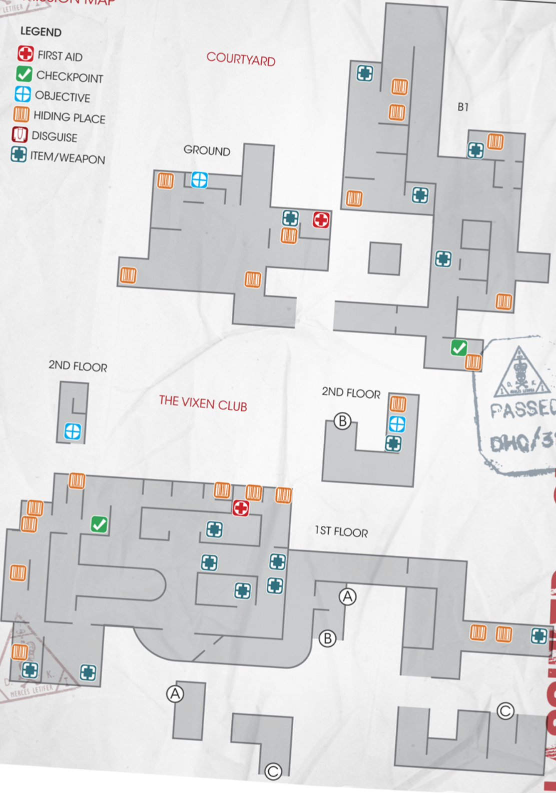
Briefing

Time to regain focus. According to Birdie, strip club owner Dom Osmond is Blake Dexter's informant. Osmond put the arms dealer on Victoria's trail. I will remove him from the equation before he causes any more damage. Personal note: Birdie did not give me this information out of the goodness of his heart. He stands to gain much from Osmond's death. This is a fragile alliance. I have to tread carefully.

Initial Equipment

- Z&M Model 60 Pistol
- Fiberwire

MISSION MAP



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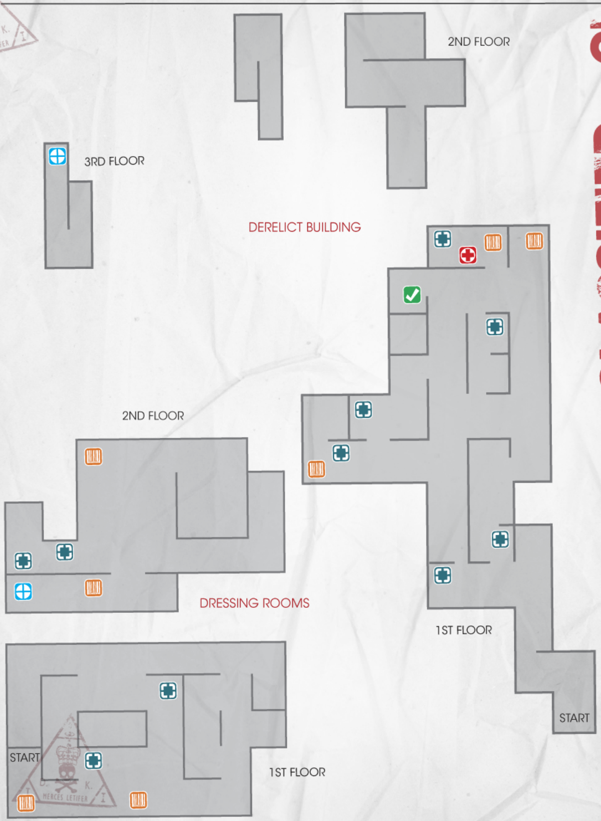
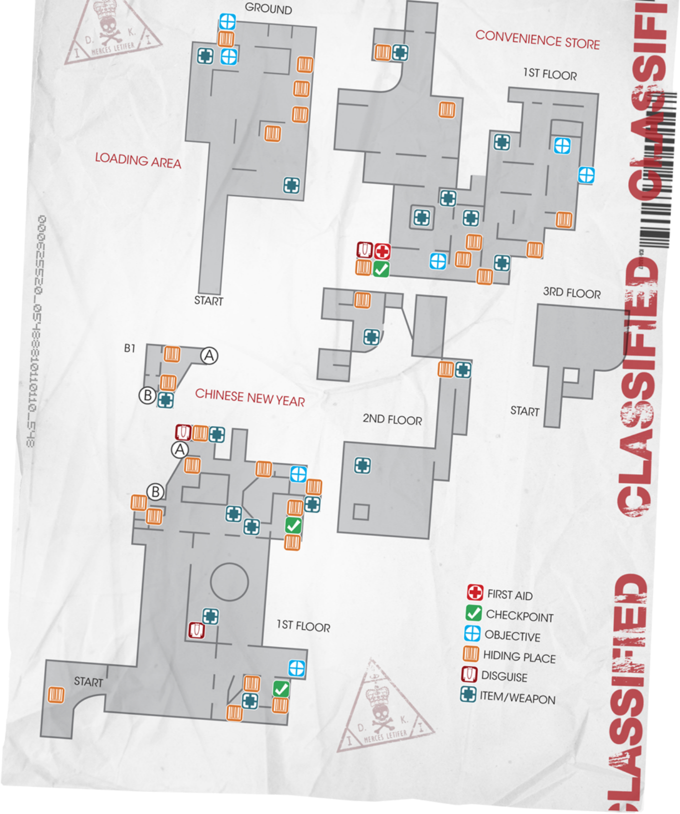
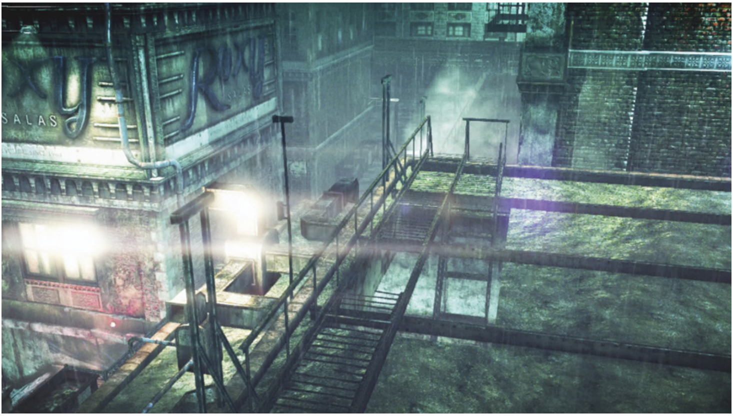


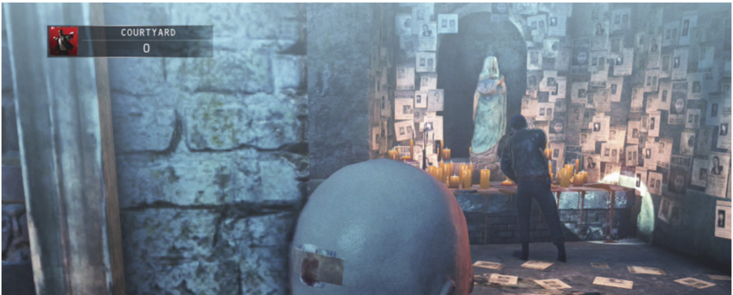


Courtyard



Head for the Vixen Club

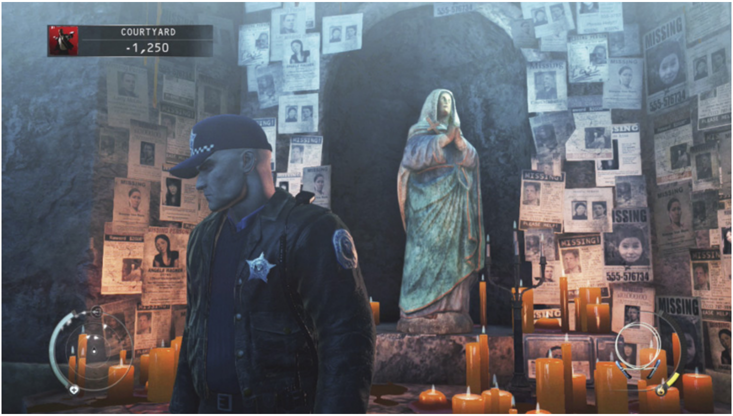
Even though you made it down from the rooftops, the Chicago police department is still looking for you. Birdie suggested using the basement entrance beneath the Roxy as the safest way to reach the Vixen Club unnoticed, but he did not foresee the police investigation that is already in progress. You begin in a building that has been reduced to rubble. There are some police officers in the area, so watch for them and avoid being seen. Start off by walking past a homeless person. There is a bottle nearby which you can pick up to use as a distraction. As you continue through the rubble, you can swap the bottle for a metal pipe. This can be used as a weapon as well as a distraction. Keep moving and use Instinct to locate the police. There are two police officers patrolling the rubble, but you can just wait for them to leave on their own. A third officer is in a side room. If you want a police disguise, it is easy to sneak up behind him while he is talking on his walkie talkie. A container is conveniently placed in the same room, so you can also hide the body. Continue through the rubble until you come to some stairs leading up to street level. Before heading up the stairs, slip into an adjacent room to find a checkpoint where you can save your progress.



This cop is an easy target if you need a disguise. Otherwise, just leave him alone.

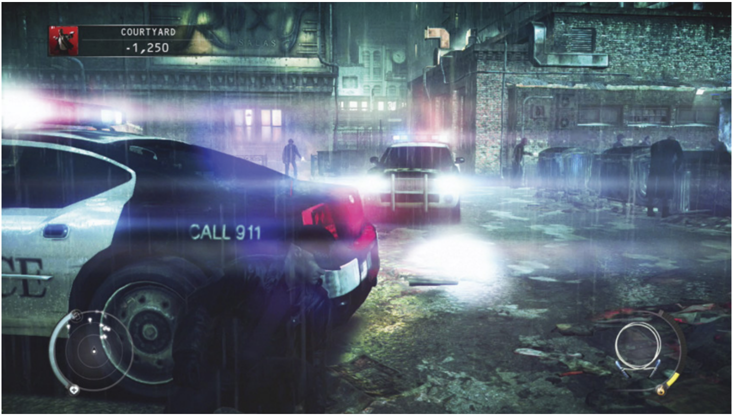
CHALLENGE

Chameleon

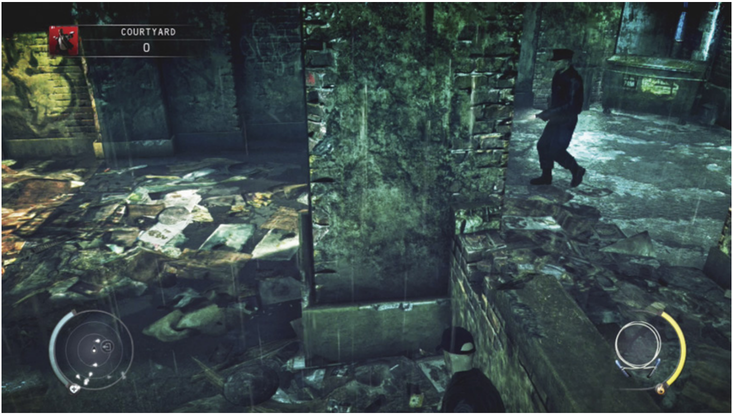


In order to complete this challenge, you need to acquire four different disguises: Police Officer, Strip Club Bouncer, Store Clerk, and Chipmunk.

As you reach the courtyard at the top of the stairs, you notice several police cars parked in the area, as well as a lot of officers. Most of the police officers are grouped together on the right side of the courtyard. One is patrolling near the stairs leading down to the tunnel under the Roxy, and the last officer is on the left side of the courtyard. It is easiest to take the path of least resistance, so head toward the left side. Take cover behind police cars as you go. When you get to the far side of the courtyard, hide behind a container while the lone police officer here shines his flashlight in your direction. He won't come around the low wall between the two of you as long as you stay still and quiet. When he turns around, advance to the low wall. There is a bottle there you can pick up. Throw it into the corner to lure the cop to that spot. Then, while he is looking at the corner, slip past him and climb down the ledge to get to the basement entrance without having to take the stairs. Now, all you have to do is pick the lock and open the door to exit the courtyard.



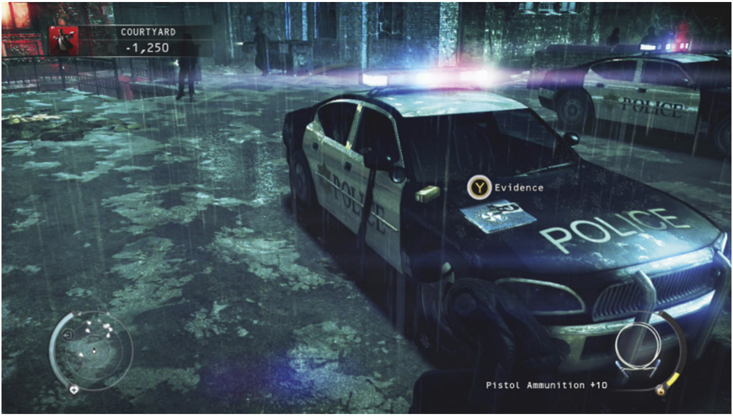
Use the police cars for cover to get to the left side of the courtyard.



Distract the police officer on the left side in order to reach the basement entrance.

CHALLENGE

Evidence Collector (1/6)



The evidence in this first area is located on the hood of the police car in the middle of the open area where the police cars are parked. If you have a police officer disguise, use Instinct to get to it, and then move away to hide. Otherwise, hit one of the cars to set off the car alarm and, while the police are distracted, rush out and get the evidence. While you are out there, it's also a good idea to pick up the shotgun and some ammo.

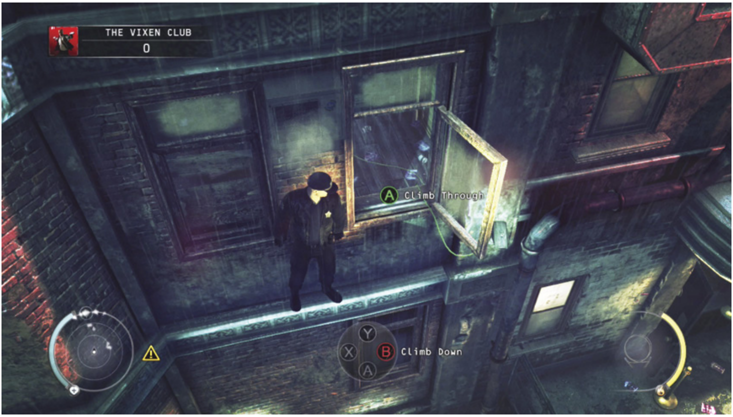
The Vixen Club

the Vixen Club

The Vixen Club. Textbook urban depravity. Stripping, prostitution, and something darker...behind closed doors. Security is tight and the establishment will be packed with witnesses. Avoid any conflict until the target is located.

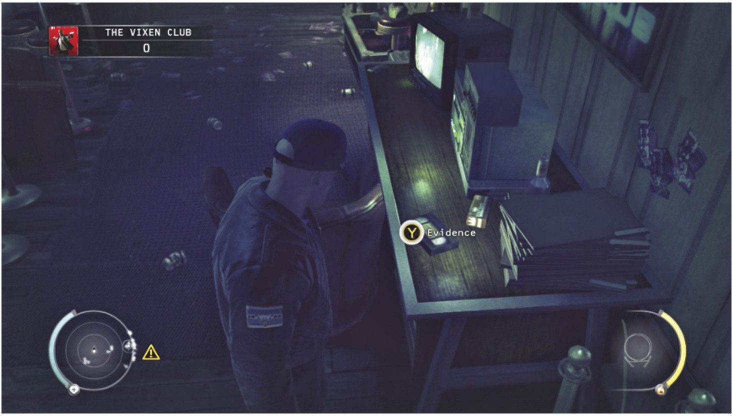
Locate Dom Osmond

In order to locate Osmond, you first need to get into the Vixen Club. There are various ways to do this. One way to get into the club is to find a ventilation shaft that will take you right from the basement to the entrance area. Another way is to head up the stairs that lead to the open area in front of the club. A police officer is talking to a couple of bouncers, and while the officer has his back turned you can walk right behind him and enter the club through the front door. The best way to enter the club, however, is to jump up onto a ledge on the left side of the club's exterior. Once on the ledge, move to the right and enter an office through an open window. Inside the office you can find a keycard, some evidence, and a Jagd P22G pistol with a silencer. Pick up these items since you can use them all.



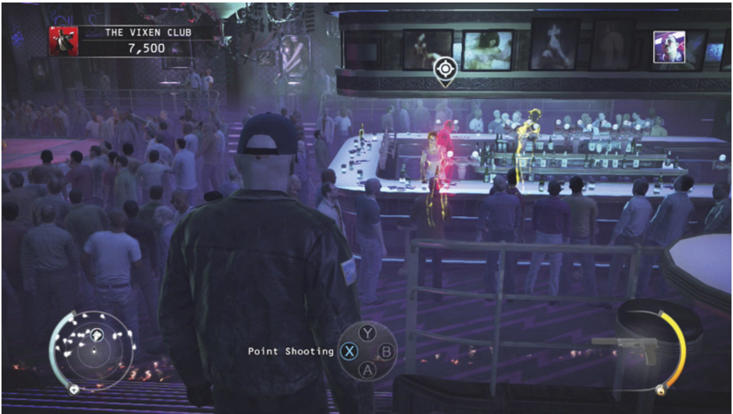
Scale the wall of the club so you can enter an upstairs office through an open window.

Evidence Collector (2/6)



This piece of evidence is located on a desk in the second floor office directly above the entrance to the club. You can reach it by scaling the outside wall of the club and climbing in through a window. Or, if you get a keycard, you can go through the locked door behind the entrance counter of the club and climb the stairs to the office.

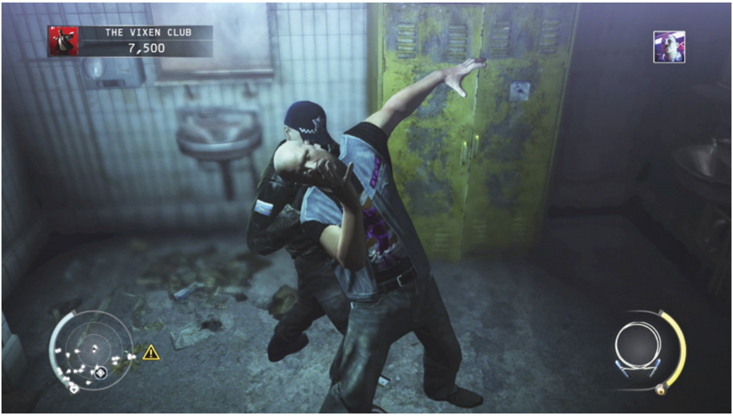
Now that you have the pistol and the keycard, head down the stairs from the office. You emerge from a door located behind the entrance counter of the Vixen Club. Walk right past the bouncer and the woman at the counter. Follow the corridor to the left. It leads into the club's main room, which is filled with men watching strippers perform onstage. You, however, are not there to look at the performers. You need to find Osmond, who is behind the bar.



Look for Dom Osmond behind the bar. If you use Instinct, he appears in a red outline.

Eliminate Dom Osmond

Now that you have found Dom Osmond, you need to assassinate him. While you could just kill him, there are three different challenges that focus on unique ways to eliminate your target. As you walk into the main area of the club, head to the far right corner. Move through a room with some slot machines, and then turn left to enter a men's restroom. There is a bouncer in the restroom. While he makes comments or smart remarks, move behind him and garrote him with your fiberwire. Hide the body in the nearby cabinet, but don't take the disguise just yet. If you did not get a keycard from the upstairs office, the bouncer drops one when you kill him.



Kill or subdue the bouncer in the restroom to get a disguise and a keycard. This also clears out the restroom for later use.

Weapons & Equipment

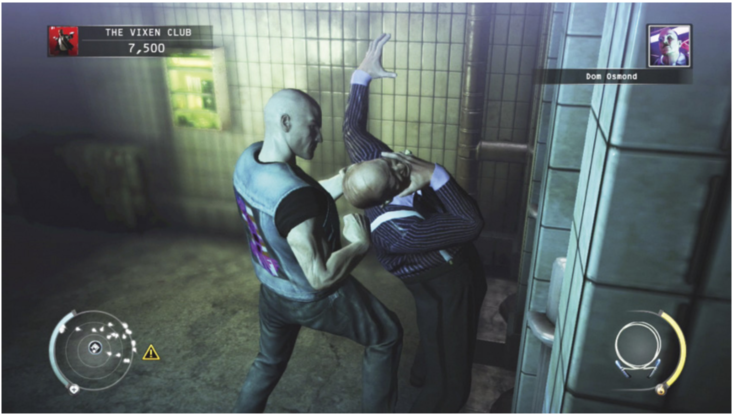
Strip Club Bouncer

Dom Osmond hires these bouncers to maintain control at the Vixen Club. They can move all over the club without any restrictions. Since there are many bouncers in the club, you need to use Instinct to get past them, but you can hide in plain sight in the main club area by standing still in a crowd of people.

Eventually Osmond must answer nature's call and comes to the restroom. Wait outside near the bar after you deal with the bouncer and then follow Osmond into the restroom. While he is doing his business, garrote him with the fiberwire to kill him. Then, hide his body in the cabinet.

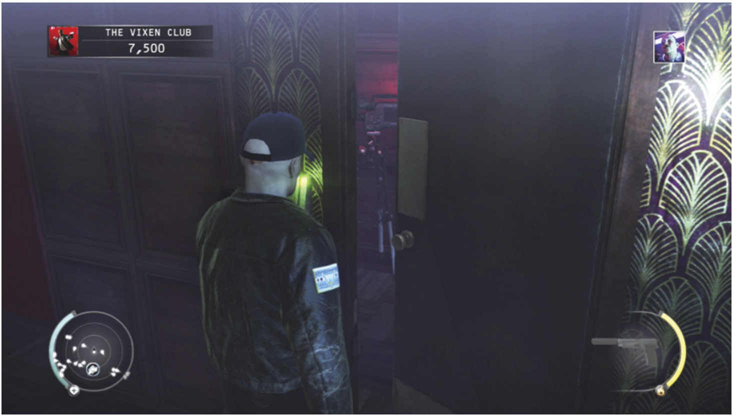
CHALLENGE

Dominated



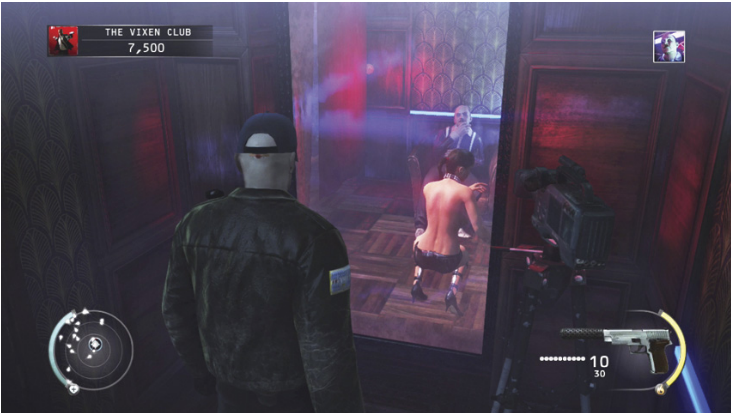
Follow Osmond into the restroom and use the fiberwire to kill him. Hide the body and leave the club without being spotted to complete this challenge.

One of the first stops Osmond makes after leaving the bar is to watch one of his strippers in a private performance. You need to get to the location first with a keycard and a silenced pistol. Walk to the corridor on the right of the dance stage. There is a bouncer and a stripper in this area. As long as Osmond is not around, you can move through this area without a problem. However, once he arrives it becomes a restricted area. Go to the door at the end of the hallway and use your keycard to enter a booth. Inside is a video camera and a one way window which allows you to see into the adjacent booth. Exercise patience and wait for Osmond and the stripper to enter the other booth. After the show, the stripper leaves and Osmond begins talking on the phone. Take out your silenced pistol and fire through the glass to kill Osmond with a headshot. Then, drag the body into your booth and hide it in the container. The tough part is getting out without being spotted. Use Instinct to watch the stripper outside of the booth. Wait for her to walk away from the booth and stop. This is your chance to move. Slip past her and exit into the main area of the club.



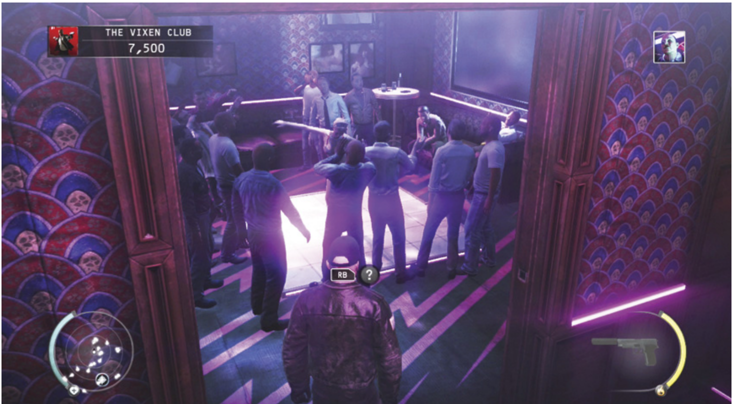
Walk past the stripper to the end booth where you can ambush your target.

Private Dance



Eliminate Osmond in the VIP booth without being spotted, and then hide the body. Leave the club without being spotted to complete this challenge.

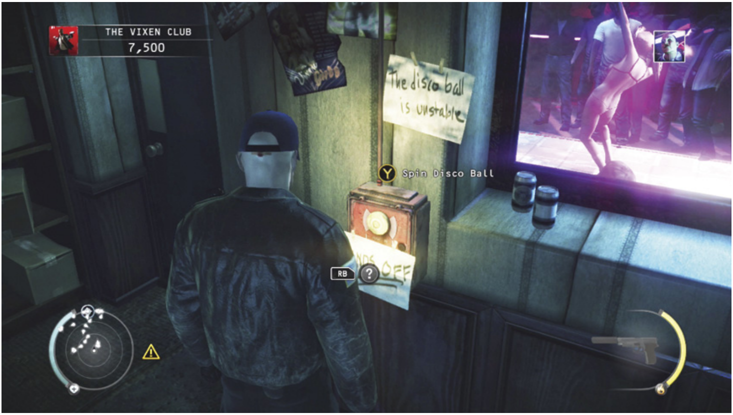
The final way to kill Osmond and complete a challenge is to make it look like an accident. This is easier if you have a bouncer disguise. Enter the side room to the left of the dance stage. This is a small dancing area for patrons. Use the keycard to get through a locked door and into a staff area. There is a one-way mirror looking out onto the dance floor. Wait for Osmond to show up and start dancing. When he is directly under the disco ball, press the switch near the door to drop the ball on Osmond and kill him.



Move past the dance floor and through the door. Then, wait for Osmond to come to dance—and die.

CHALLENGE

Schadenfreude



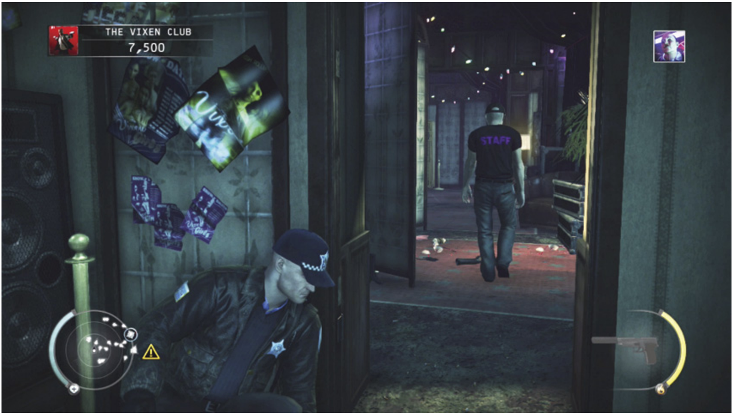
To complete this challenge, drop the disco ball on Osmond to kill him. You do not need to hide the body since his death appears to be an accident.

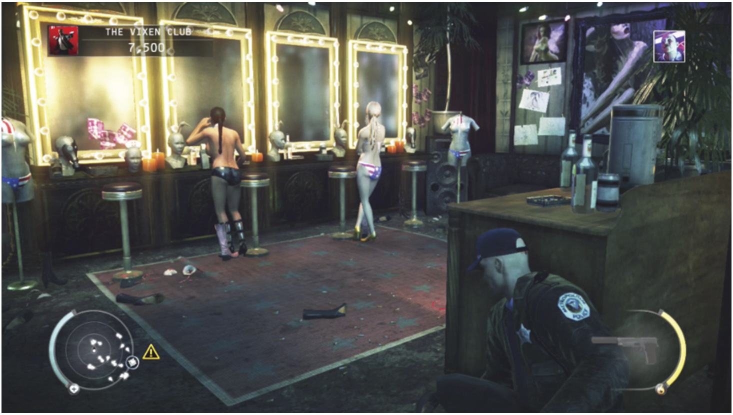
Tip

After killing Dom Osmond, be sure to visit the checkpoint and save your progress. It is located near the door to the staff area by the private dancing booths.

Gain Access to the Second Floor

No matter how you decided to kill Osmond, you still need to get out of the club. The challenges require that you also leave the club without being seen. If you don’t already have a bouncer disguise, get one from the bouncer in the restroom. Then, go through the door by the dance floor with the disco ball. You need to move past a small dressing area. Be ready to use Instinct as you pass a bouncer, and then head to the stairwell on the right. There is another bouncer at the bottom of the stairwell. Continue using Instinct to get to the top of the stairwell, and then pick the lock of the door to get to the upstairs area of the club where Osmond’s office is.

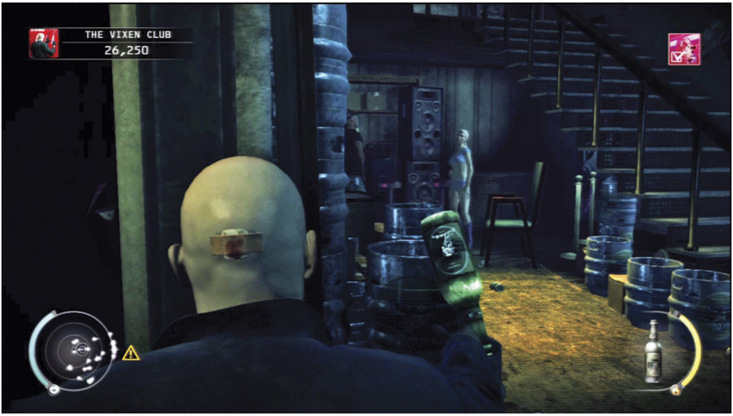




Get past bouncers in the dressing area and the stairwell to get to the next area. This requires a lot of Instinct.

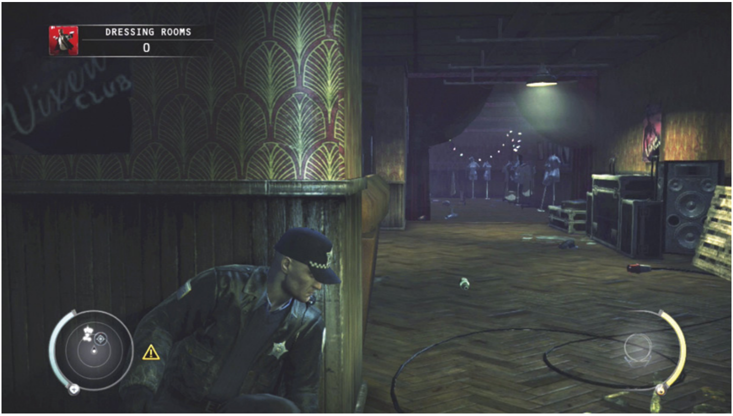
CHALLENGE

Suit Only



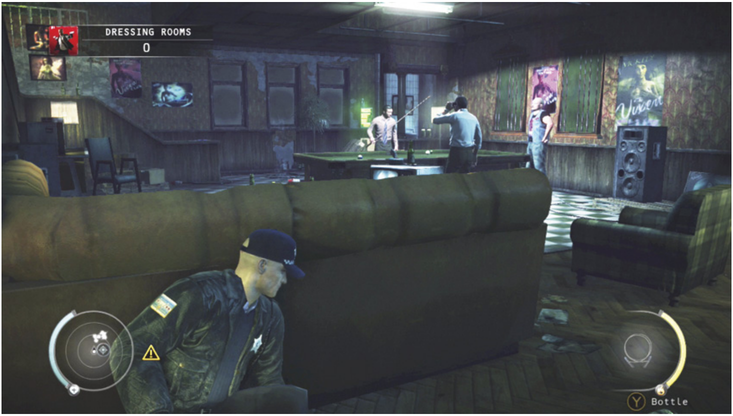
This part of the club is the most difficult if you are going for the Suit Only challenge. It is tough to do without being spotted, but it is not impossible. Use bottles and other objects to distract the bouncers and slip past them. Also, consider killing some of the bouncers from a distance with the silenced pistol, and make sure to hide the bodies.

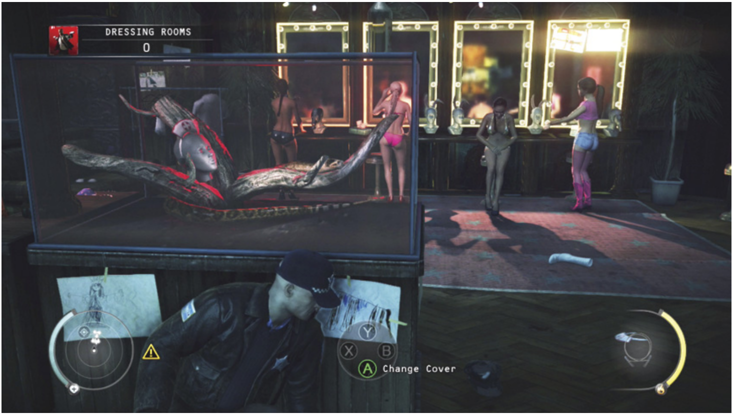
Dressing Room



Locate Dom Osmond's Office

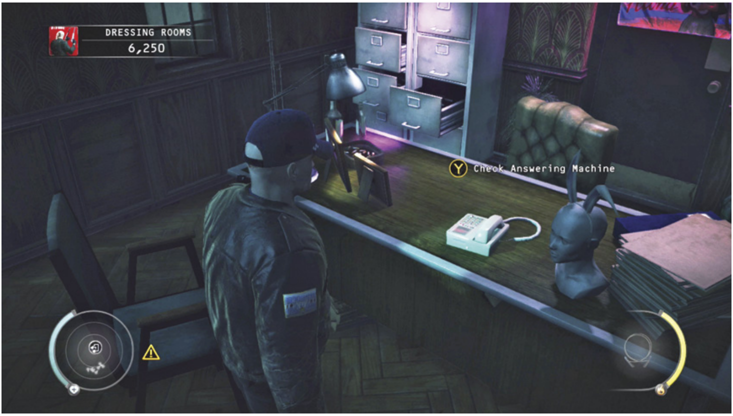
As you move through the door at the top of the stairwell, you emerge in a staff-only area. There are a couple of people playing pool while a bouncer watches in the next room. Since you are not allowed in this area, stay slow. Take cover behind a sofa and move to the end of it. Press the button to change cover and roll to the next cover. Use it again to get past this spot without being seen. Continue down the corridor until you come to a dressing room where several strippers are preparing for a show and talking to one another. Get to the end of the corridor, and then head left. One of the strippers is looking in your direction, so change cover quickly to get past them unseen. In the corner of this floor is a back stairway leading up to the next floor. Climb the stairs.





Stay low and move from cover to cover to get past some men near a pool table, as well as several strippers in a dressing room.

There is nobody on this upper floor, so follow the corridor to the right and go through the door on the left to enter Osmond's office. Walk over to the desk and listen to the answering machine to complete this area and learn more about what Osmond knew regarding Victoria.

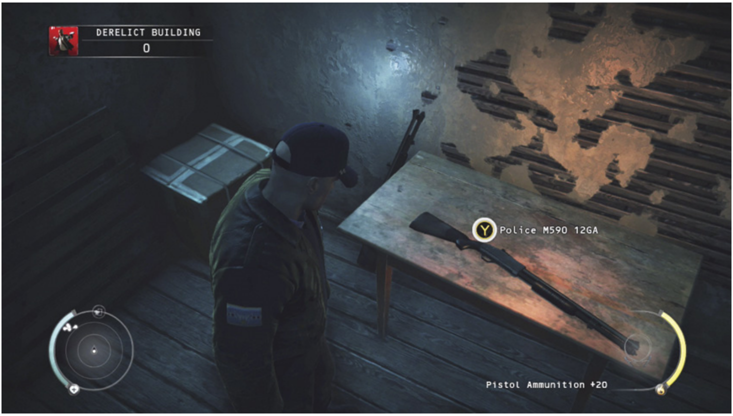


Osmond's office is on the upper floor of the dressing room area.

Derelict Building

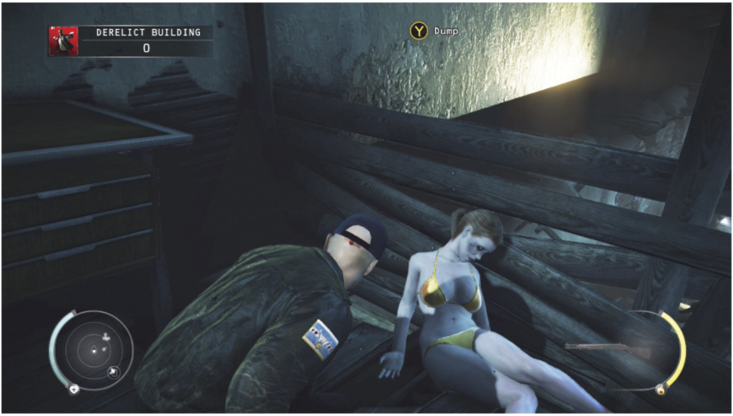
Evade Police

As you begin making your way toward Chinatown, you must first pass through an abandoned building. The construction is not sound, and it looks like it could fall down at any time. In fact, there are places where the floor has already collapsed. As you begin walking through this area, use Instinct to locate the police. They are clustered in one of the hallways. One police officer is patrolling the area. Although these officers are looking for the body of a missing stripper, you are also on an all-points bulletin, so they will try to arrest you if they see you. Move along the right side of the building to avoid them. You will have to make it through some rooms near the police in order to get around a hole in the floor of the hallway. As you move through this area, you can pick up a knife or a sledgehammer. Be sure to pick up each in turn in order to add them to your collection. Return to the hallway and follow it to the end. Enter the room there to find a shotgun and some ammo. This room also has a freezer inside which you can hide a body (if necessary).



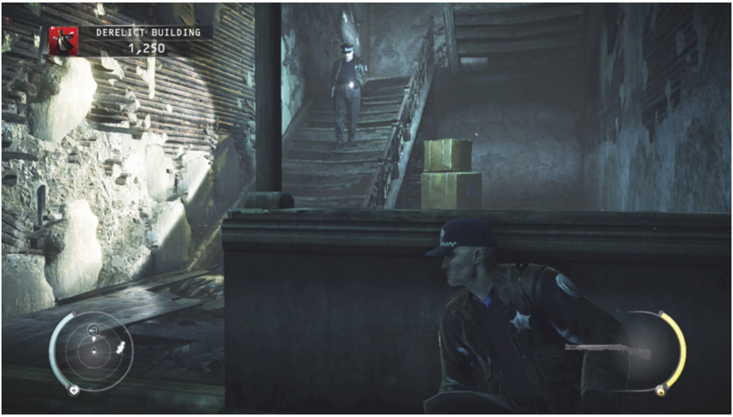
Get to the end of the hall to find a shotgun and ammo.

After exiting the room, turn to the right and carefully cross another hallway so that the police don't see you. Use the checkpoint here to save your progress. Next, start climbing the stairs. Since they are damaged, you need to jump up and grab the ledge above. Then, climb up onto the ledge and move across to the floor of the upper level. Stay low and move quietly through the room with television monitors, and then head out into the hallway. Ahead, you can see the body of the dead stripper. Move over to it and push it through a hole in the floor so that it drops down near the police. This provides the distraction you need. Be sure to pick up the nearby gas can to add it to your collection.



Drop this body down into the laps of the police.

Once the body has been dumped, move through the narrow hallway near the hole and wait at the end. Look down and watch the police below. Wait for them to walk toward the body, and then climb down to the lower level. Be sure to pick up the nearby evidence. Next, head down the hallway leading away from the police. Grab a bottle along the way and take cover at the low wall. A police officer is on a landing of the stairwell—right where you need to go. Throw the bottle to the right of the stairs to lure him down. Then you can either subdue him and hide the body in a nearby cabinet, or just sneak past him to climb the stairs to the top. Once you reach the door, you will have to get across the ledge at the end in order to make it past the hole in the floor.



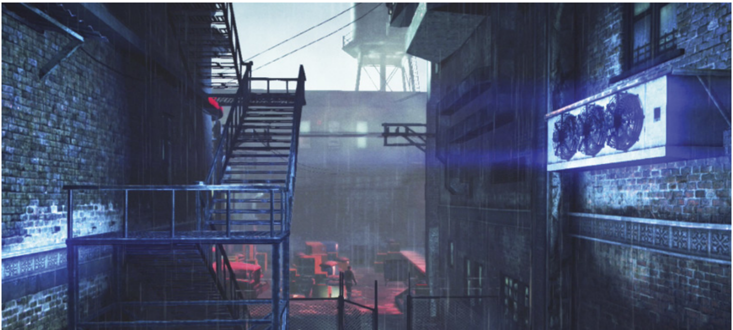
Distract the cop with a thrown bottle and sneak past him.

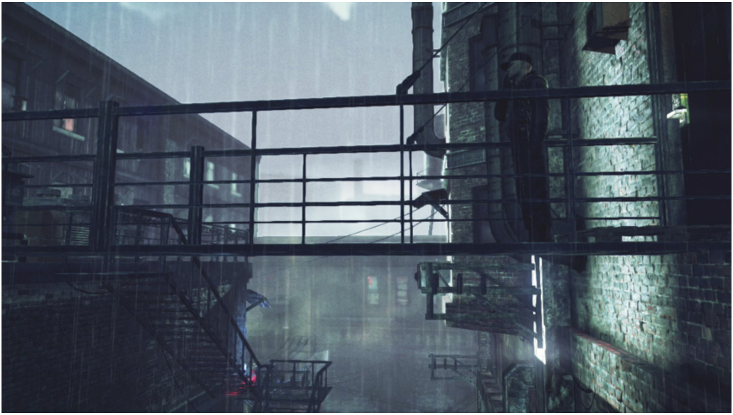
CHALLENGE

Evidence Collector (3/6)

After dropping down from the upper level while the police are distracted, move to the left—toward the police—and locate the evidence near the corner of the wall.

Convenience Store





Birdie was never a warrior. Eyes and ears are his weapons of choice. He prefers working behind the scenes, pulling the strings of much stronger men. He will almost certainly crack under pressure. By involving him, you have made yourself vulnerable. You need to reach Chinatown before Wade's henchmen find him.

Get to Chinatown

As you emerge from the derelict building, you find yourself on a catwalk high above a back alley. There are police down below, as well as convenience store workers. Move across the catwalk to the roof of another building. Turn right and continue to the edge of the roof. From here, you can climb down onto a ledge. There is a police officer inside the building. Wait until he is looking away, and then climb through the window. Sneak up behind him and subdue him. Hide the body in the nearby container. If you need the uniform, you can put on the disguise, but a different disguise is more useful at this point.

CONVENIENCE STORE
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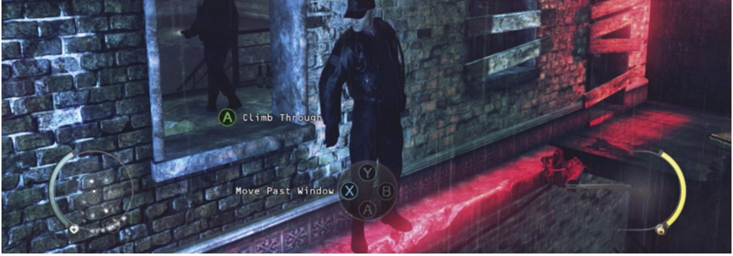
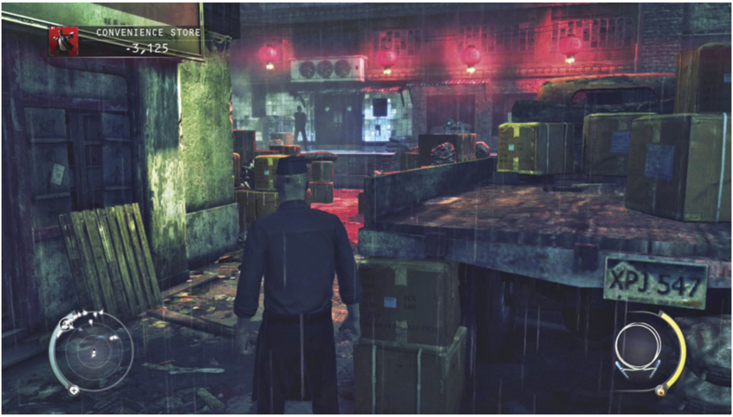


Drop down onto this ledge from the roof. Then, move into the room and subdue the cop.

Once the cop has been dealt with, head down the stairs to the ground level. At the bottom of the stairs you find a convenience store worker taking a smoking break. Sneak up behind and subdue him. This is the disguise you want. Put it on, and then hide the body in the nearby container. Walk out into the back alley and move in behind some crates to block the view of the store clerk on the loading dock of the store. When he goes in, walk past all of the police—who totally ignore you—and enter the convenience store.



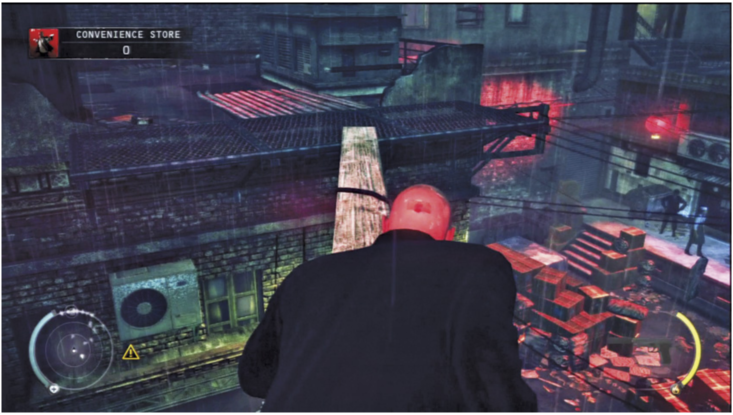
Watch out for other clerks as you walk across the alley to the back entrance of the convenience store.

Weapons & Equipment

Store Clerk

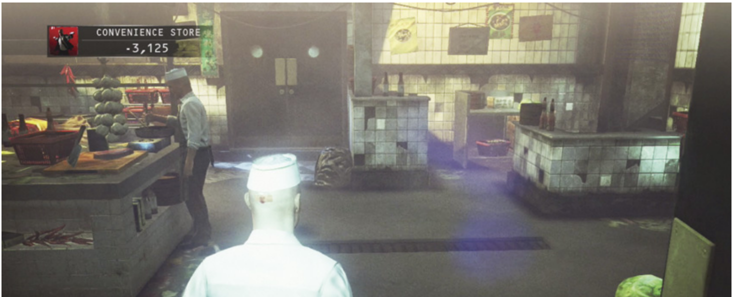
This outfit is worn by the clerks at the Easi Mart convenience store in Chinatown, Chicago. It gets you past the police, but you need to be careful when you are around other store employees or market vendors. Use Instinct to blend in when necessary. It is easier to use stealth and save your Instinct for when it is needed.

Suit Only



If you are going for this challenge and can't use disguises, walk across to another roof after dropping down to the ledge. Then, move across a ledge to get to the convenience store. Enter through the window, watching out for a clerk, and then move out onto the roof. There is a ladder in the middle of the store roof that leads down to the butchery area, complete with a checkpoint where you can save your progress. From there, complete the Fire Sale challenge while being careful to not be seen. You may need to subdue clerks or cops along the way—just be sure to hide the bodies so you don't lose any points.

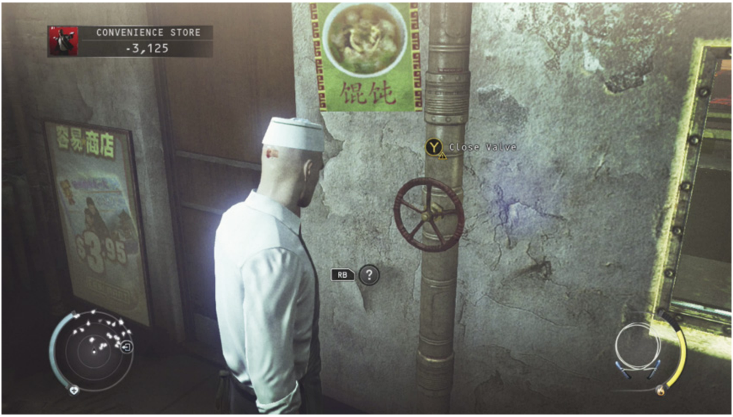
You enter the store's kitchen area. There is a cleaver on the table to the left. Pick it up to add it to your collection. Then, walk straight across the kitchen to the doorway opposite where you entered. This puts you in a storage room. To the right is the butchery area, where you can find another clerk disguise—just in case you want to try getting to the store following the Suit Only challenge tactics, but then decide to go with a disguise. If you don't need a clerk disguise, head to the left. Walk across a hallway and into an office room. Locate the water valve on the wall. Turn it to shut off the fire sprinklers. Next, head back into the storage room and ignite a box of fireworks. Move into the butchery area or back to the office and hide until the fireworks begin—literally.

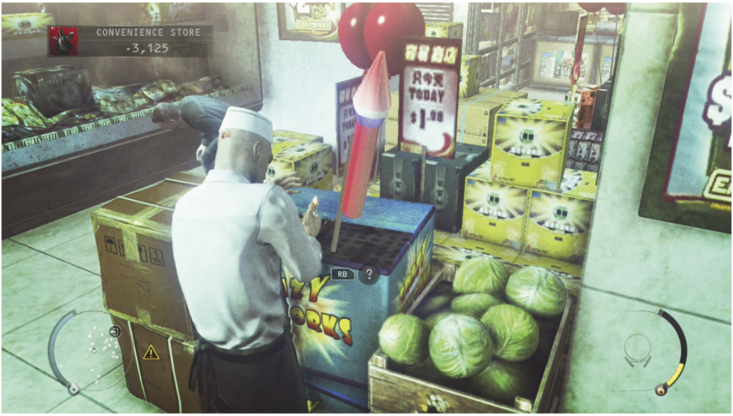


Move through the kitchen while using Instinct to avoid being noticed.

CHALLENGE

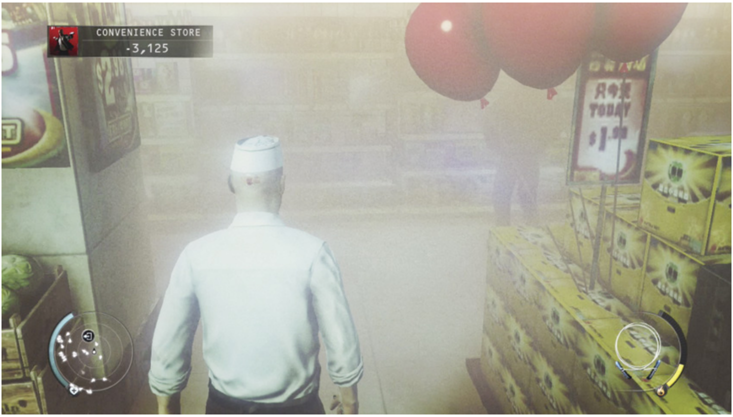
Fire Sale





Turn off the sprinklers and ignite the fireworks in the convenience store in order to complete this challenge.

As the fire alarms go off and the store begins to fill with smoke, follow the directions of the police to get to the entrance via the store area. Before you exit the store, slip behind the checkout counter on the right to find a piece of evidence. Once outside of the store, walk around the corner to the right until you get to the fire exit door. Go through it to get to the next area.



It is easy to get out of the store with the smoke limiting visibility.

CHALLENGE
CLASSIFIED
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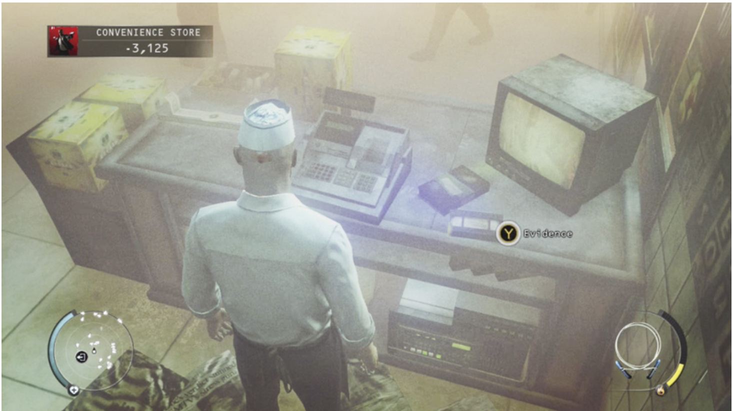
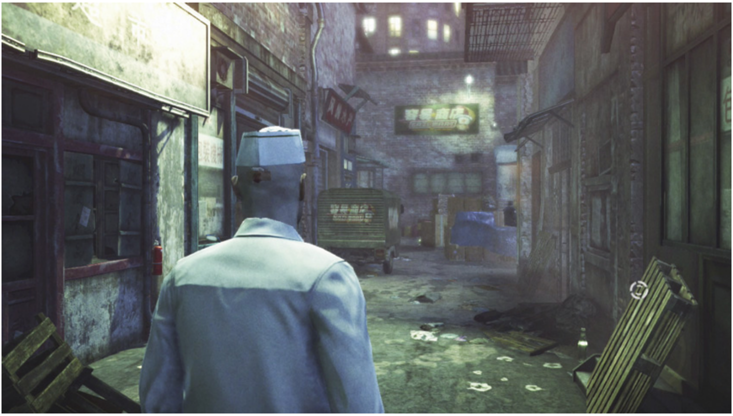
CLASSIFI

Evidence Collector (4/6)

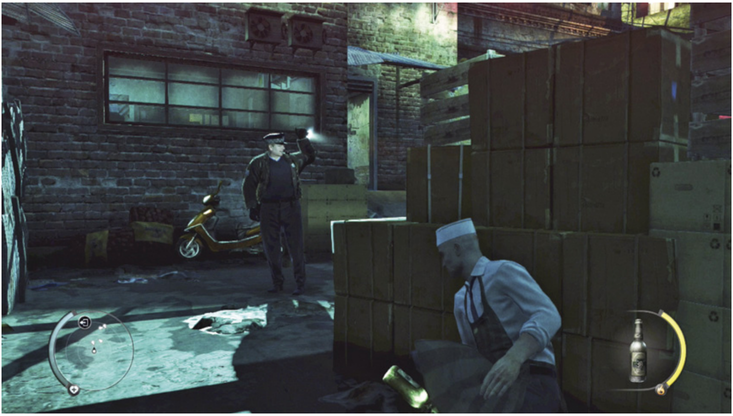


The evidence is located near the cash register at the entrance of the store. After setting off the fireworks in the store, it is easy to slip behind the counter and get the evidence while everyone is evacuating the store.

Loading Area

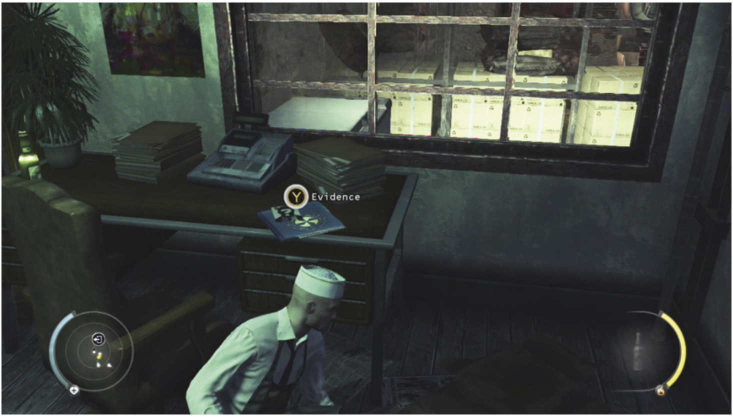


After leaving the store, you enter a loading dock. There are several police here and they are searching for something. Your disguise will not protect you from them, so you need to take cover. Stay to the left side. Pick up a bottle and throw it to the right to distract some of the cops. Then, move from cover to cover and make your way toward the stairs leading into a building. Wait for the officer near the stairs to walk away from you, and then sneak into the building. This is an office. Quickly take cover behind a desk and watch for another cop through the other door out on the loading dock.



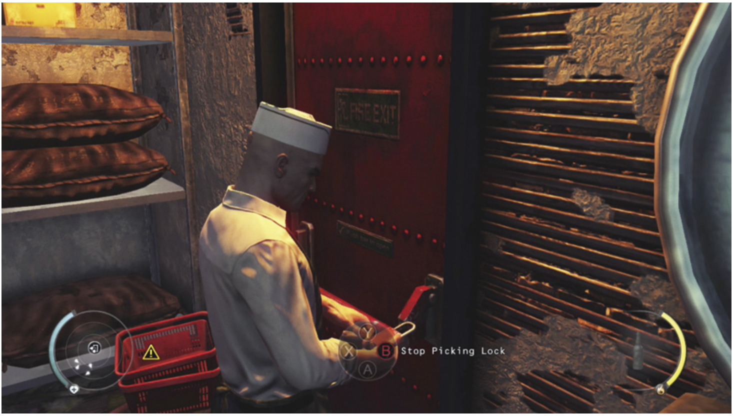
Use the crates for cover as you sneak toward the office on the loading dock.

Evidence Collector (5/6)



Get into the office and then pick up the evidence located on the desk.

Wait for the officer to move away from the door, and then move to the doorway and take cover along the wall beside the door. Pick up the evidence on the desk. Throw another bottle out into the loading dock area to distract the police while you go through the door and sneak to the left. Keep going toward the locked fire exit door, but don’t try to open it just yet. Instead, take cover behind some shelves. Wait until the police are not looking in your direction and pick the lock of the door so you can exit the loading dock and continue on to Chinatown.



Sneak over to the fire exit door and pick the lock while no one is looking.

Chinese New Year

Three of Wade's people are searching for Birdie. You need to intercept and dispose of them before they get too close. Bill Dole is a long-time member of Wade's crew. He is the intel and hardware man. He plans to purchase a file on Birdie from his contact in the Chicago Police Department. When you kill this target, you can also get the file. Larry Clay is another member of the crew. A close friend of Frank Owens, he is brutal, unpredictable, and convinced of his own superiority. He won't see you coming. Frank Owens is the new recruit to Wade's team. A habitual smoker, he can't go long without a cigarette. His weakness is your advantage.

Eliminate Wade's People

Chinatown is easier to navigate if you have a store clerk disguise, but you can get by in a suit if you hide in the crowds. There are several police officers here, so avoid them and Wade's crew. Wade's people will also recognize you unless you are in disguise. You need to kill the three members of Wade's crew. You can just follow them and kill them when no one is looking, but there are several challenges you can complete while eliminating them.

CHINESE NEW YEAR
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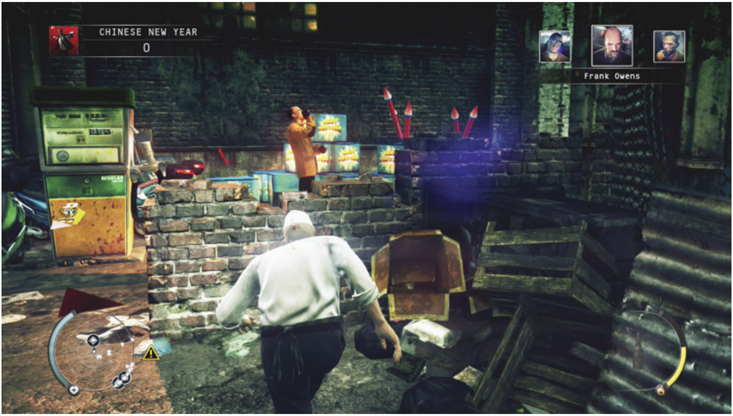
Chinatown is filled with people—and danger. You often need Instinct when in disguise to get past people who are dressed similarly to you. If you are in a suit, blend in with the crowds to avoid the police.

CHALLENGE

Fire Him



CHINESE NEW YEAR
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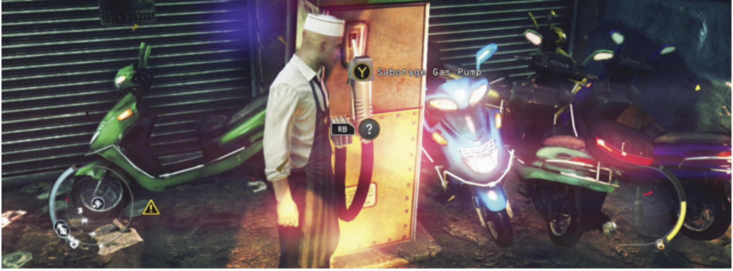
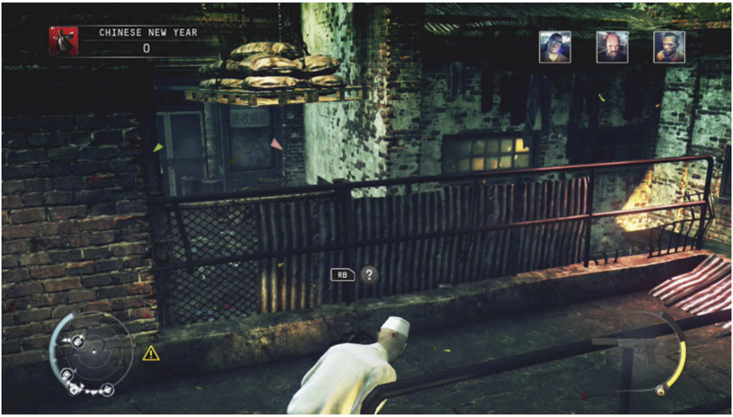


As you enter Chinatown, walk straight ahead to the fenced-off area near the exit. There is a police officer standing near the entrance. If you go past the entrance, you can climb through a hole in a wall to get into the area. If a store clerk is in this area, wait until he leaves. Then, move toward the gas pump and use it to spill some gasoline on the ground. Exit the way you entered. When one of Wade's men comes to have a smoke, he throws his cigarette down onto the ground, which ignites the gasoline and nearby fireworks. One man down—and it looks like an accident.

CHALLENGE

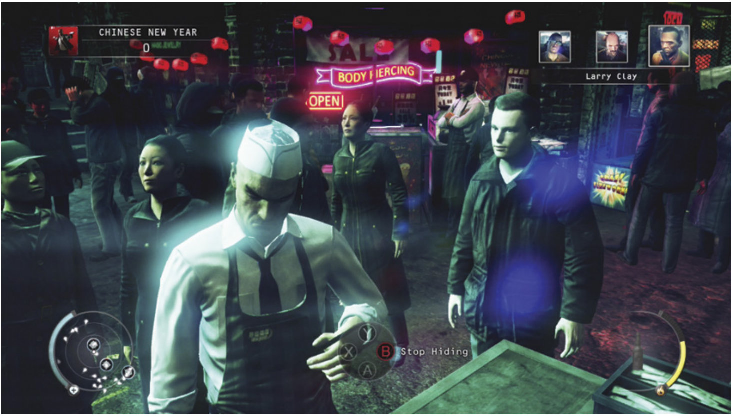
X Marks The Spot



Larry Clay likes to rough up one of the market vendors. Go to the far left corner of Chinatown and walk into an alley where there is an electric cart. Head up a ramp and pull out your silenced pistol. As Clay leads the vendor toward the end of the alley, wait for him to walk under a hanging pallet. Then, shoot the chain to make the pallet drop down onto Clay and kill him. Another accidental kill.

CHALLENGE

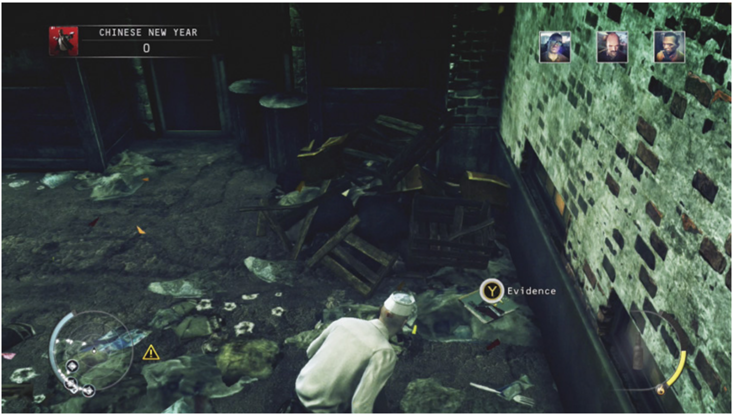
Two Rights Make A Right



If you kill Clay before he can rough up and kill the vendor, and if that vendor stays alive until the end of the mission, you complete this challenge.

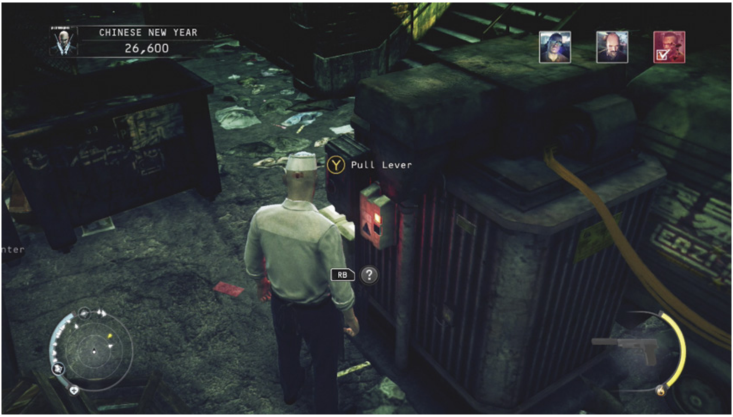
CHALLENGE

Evidence Collector (6/6)



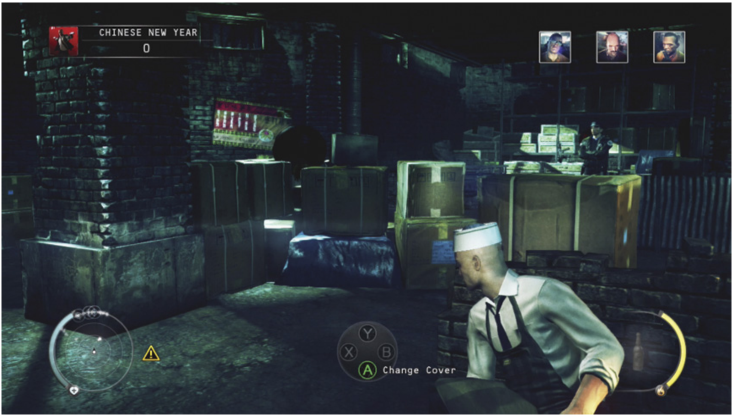
This evidence is located in the alley that Clay takes the vendor to. You can access this area from the adjacent alley. Climb up onto a catwalk, and then drop down from a ledge when no one is around to get the final piece of evidence.

Moment of Bliss



One of Wade's men needs to relieve himself. He uses the alley with the electric cart, where you go to complete X Marks the Spot. Hide behind the electrical power box. As the man is urinating, flip the switch to activate the power and electrocute Wade's man. Another accidental kill.

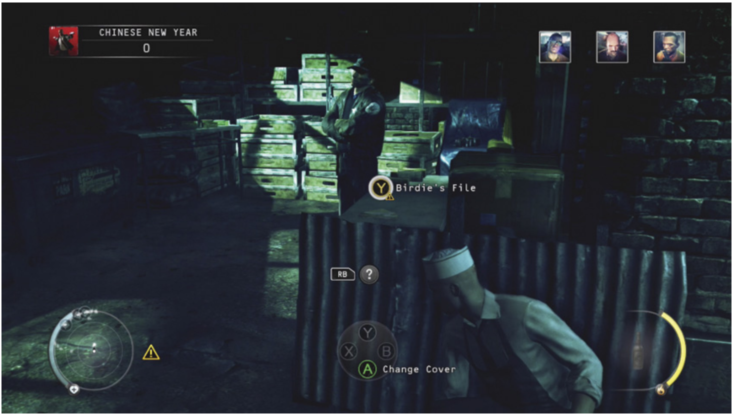
There are several other ways to kill Wade's men. Go down the stairs to the basement area where you find an air duct. Climb through it to enter a room containing a cache of weapons. Pick up a submachine gun and arm the remote-controlled explosive—you may need to detonate it for a distraction later. If Bill Dole has not been down here yet, you can also find Birdie's file here. There are one or two police officers covering the stairs back up to the street level, so head back through the air duct.



There are lots of goodies down in the basement weapons cache. Pick them all up to add them to your collection.

CHALLENGE

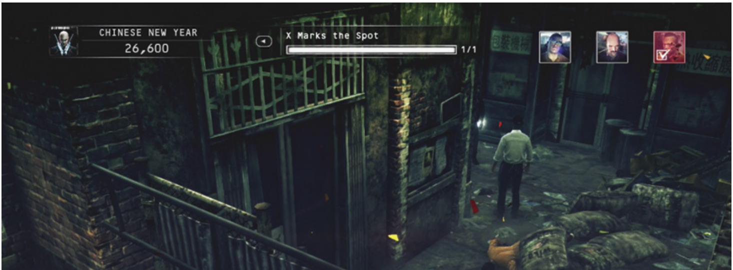
Lieutenant Bad



Follow Bill Dole through Chinatown to the opposite end. He meets with a corrupt police officer down in the basement weapons cache. Sneak into this area through the air duct and stay low. While he is talking to the cop, move near him to grab Birdie's file. Once you have it, stay hidden or get out of there. When Dole goes to give the file to the cop, he can't find it. The cop, thinking he is being conned, guns down Dole, killing him for you. This completes another challenge.

CHALLENGE

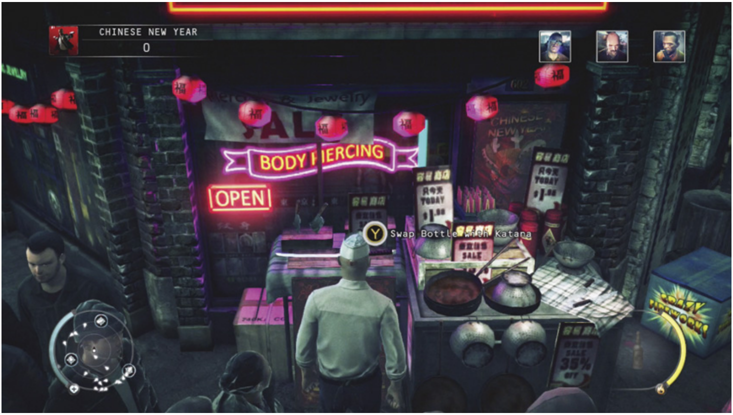
Cleaning up Chinatown



Complete the following four challenges to earn this challenge: Fire Him, X Marks the Spot, Moment of Bliss, and Lieutenant Bad.

CHALLENGE

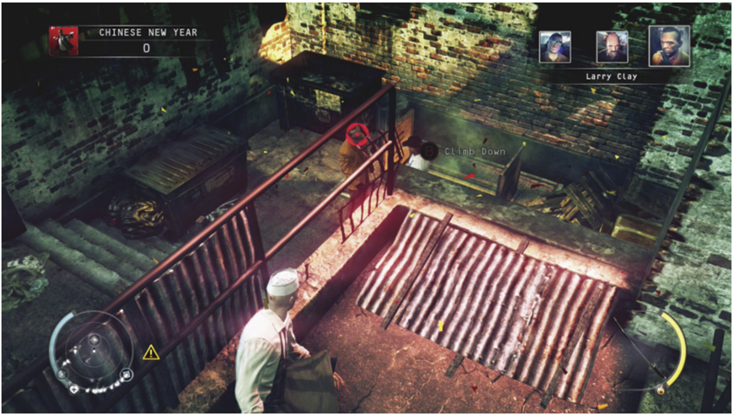
Swordplay—Part 1



Wait until Larry Clay leads the vendor away from his booth near the tattoo parlor in the far corner. There is a katana sword at this booth. Pick it up and immediately hide it. Then, move up the ramp overlooking the adjacent alley. When Clay leads the vendor into the alley, throw the katana at Clay's head to kill him. Wait for the vendor to run and get the police. After the alert dies down, climb down the ledge to retrieve the katana.

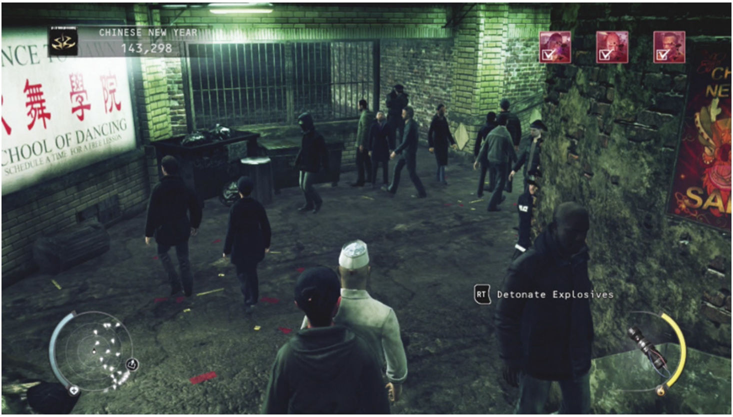
CHALLENGE

Swordplay—Part 2



In order to complete this challenge, you need to kill all three of Wade's men with the katana. After killing Clay in the alley, kill Frank Owens near the gas pump where he smokes, and then dispatch Bill Dole when he goes down to the basement level near some containers.

You also need to get a final disguise if you want to complete the Chameleon challenge. It is located in a small alcove near the stairs leading down to the basement weapons cache. There are one or two police officers guarding this area. Either use a bottle to distract them, or detonate the explosive device in the weapons cache if you have already armed it. When the police move down the stairs to investigate, go for the chipmunk disguise.



Get past these police to get the chipmunk disguise.

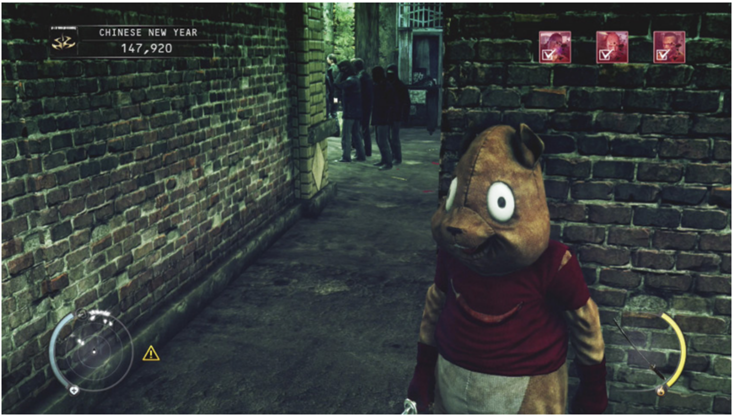
Weapons & Equipment

Chipmunk Disguise

This costume lets you assume the persona of Charlie Chipmunk. Because it is so obvious, it is easy for this disguise to become suspicious. You cannot hide in plain sight with this disguise, so you need to keep moving. Staying in one place allows police and others to see through the disguise.

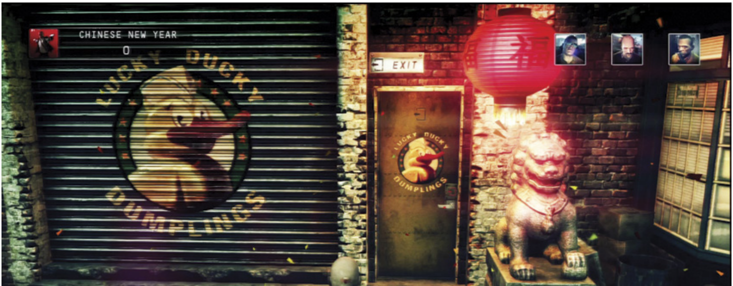
CHALLENGE

Swordplay—Part 3



This is a tough challenge to complete. You need to kill all three of Wade's men with the katana while wearing the chipmunk disguise. Use the same locations as listed above for Swordplay—Part 2 since these are hidden locations where you can kill while remaining unseen.

After all three of Wade's men are dead, make your way to the exit near the Lucky Duck factory. This is the same exit you used during the King of Chinatown mission.



Get to the exit to end the mission.

CHALLENGE
CLASSIFIED
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Damage Control

Complete this mission and exit Chinatown to earn this challenge.

CHALLENGE
CLASSIFIED
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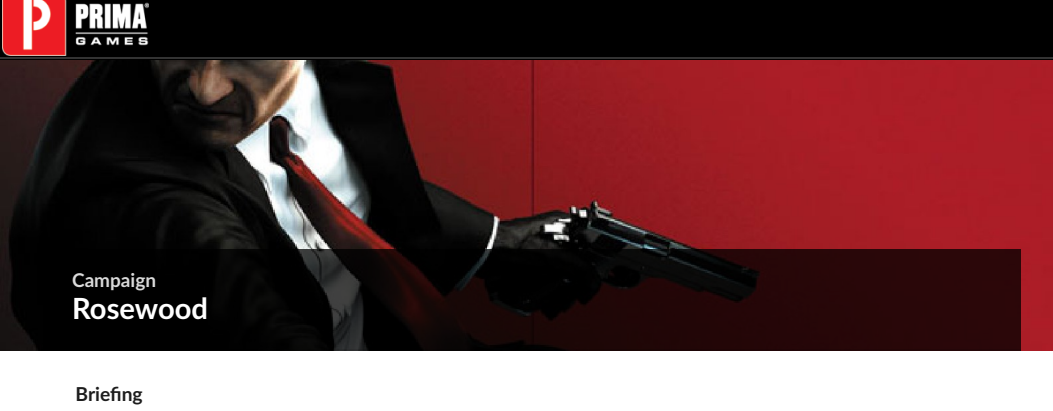
Mastery: Hunter and Hunted

Complete all of the other challenges for this mission to complete this final challenge.

Achievements

Forepost : Assassinate all three of Wade’s men in Chinatown to earn this award.



Campaign

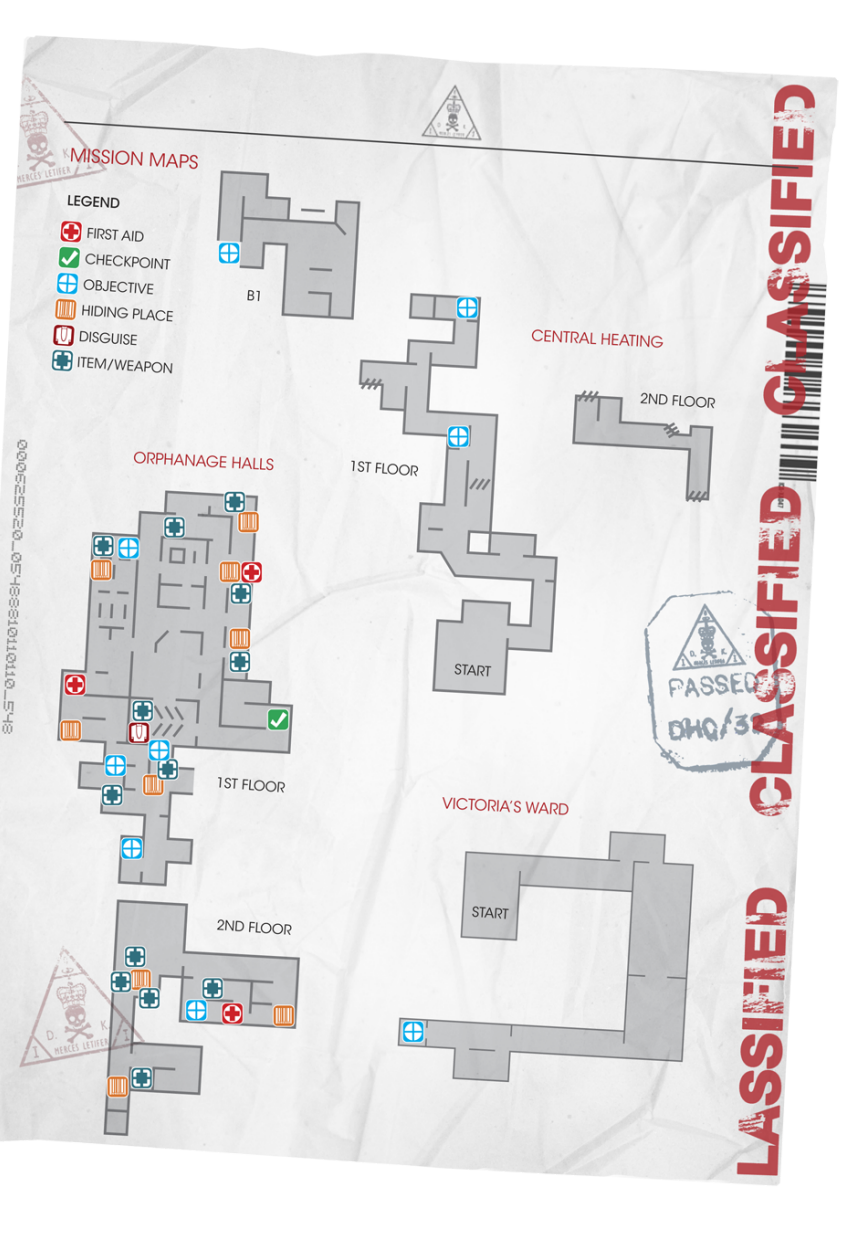
Rosewood

Briefing

Birdie has sold out Victoria to save his own life. Part of me understands; this was never his fight. I shall deal with him later. For now, all that matters is the girl. I must get to her before Wade does and take her somewhere safe. No one will stand in my way.

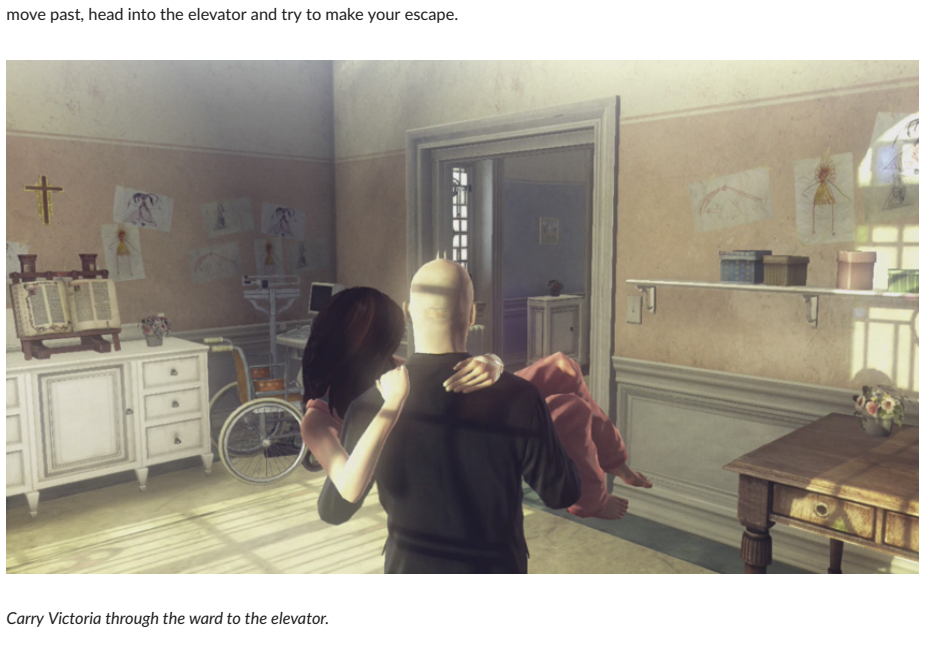
Initial Equipment

- Aries 24-7 Pistol
- Fiberwire
- Priest Disguise

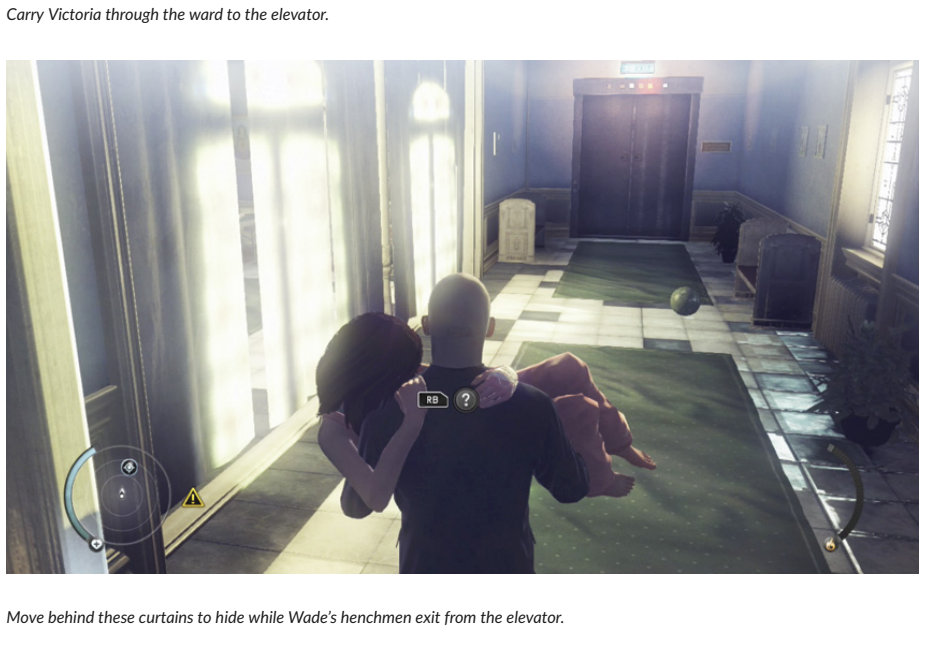


Victoria's Ward

You begin the level in the orphanage hospital wing with Victoria. Wade and his henchmen are here. You need to get Victoria to safety. Pick her up and carry her to the elevator. There is really only one way to get there, and as you near the elevator you can hear someone coming. Hide behind the curtains on the left side of the hallway. Stay there and remain quiet. A couple of Wade's henchmen walk out of the elevator and head down the hall, but they can't see you behind the curtains. Once they move past, head into the elevator and try to make your escape.



Carry Victoria through the ward to the elevator.



Move behind these curtains to hide while Wade's henchmen exit from the elevator.

Weapons & Equipment

Priest

This traditional robe is worn by ministers of the Holy Roman Catholic Church. You begin the level wearing this disguise. While it allows you to get to Victoria without raising suspicion, it won't do you any good now that Wade and his men have taken over the orphanage. Stay hidden while wearing it.

Orphanage Halls

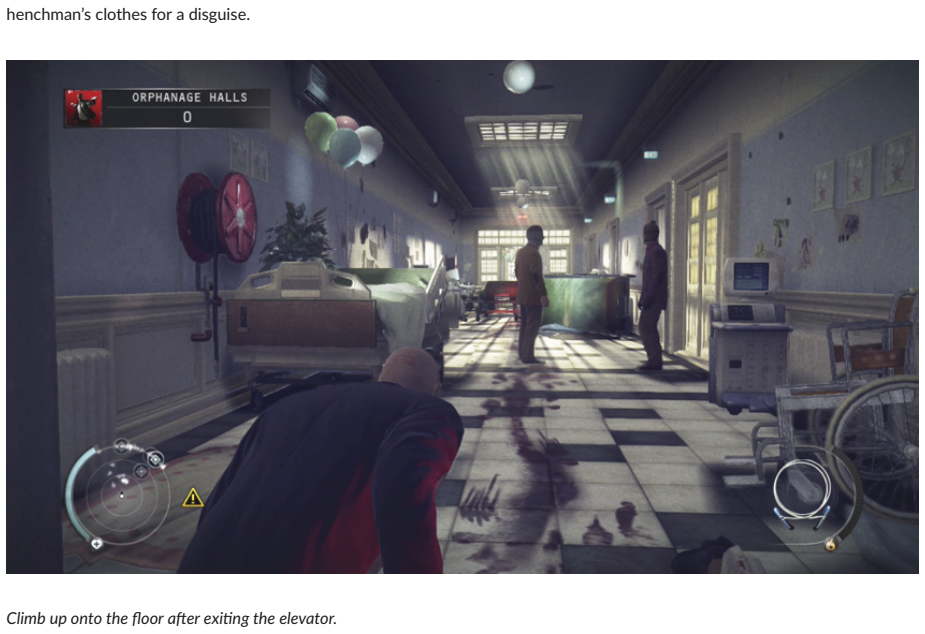
EMERGENCY
POWER

The elevator comes to a halt when the power goes out. You need to find some fuses so that you can restore the power to the elevator.

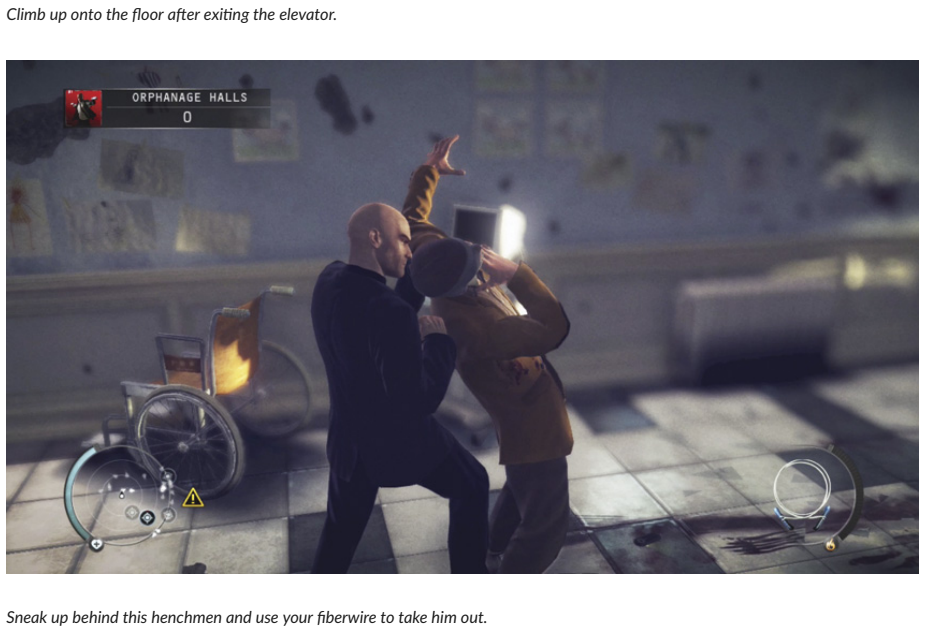
Recover Fuses

Upper Floor

Since the elevator stops between floors, you need to get out through the hatch on the roof. Jump up to grab onto the ledge and then pull yourself up onto the top of the elevator. You can hear some henchmen on the floor just above your location. Jump up and grab onto the ledge and hang there while listening to their conversation. As one of the henchmen walks away and the other begins talking on the phone, pull yourself up onto the floor. Stay low and pull out your fiberwire as you move in behind the first henchman and garrote him. Drag the body to the nearby container and hide it. It's also a good idea to take the henchman's clothes for a disguise.



Climb up onto the floor after exiting the elevator.



Sneak up behind this henchmen and use your fiberwire to take him out.

CHALLENGE

Chameleon

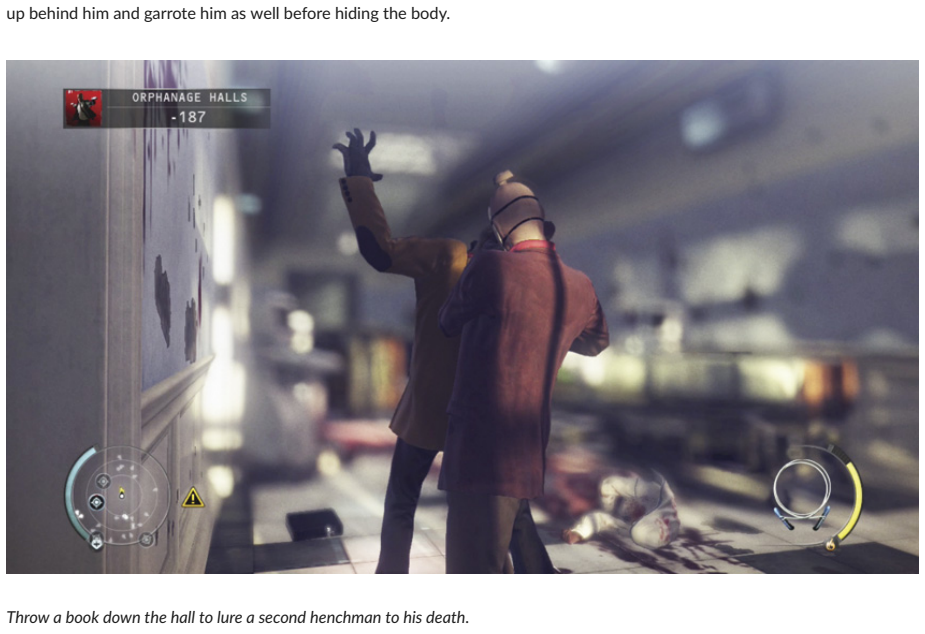
Complete this challenge by using two different disguises—the henchman disguise and a Rosewood security guard disguise.

Weapons & Equipment

Henchman

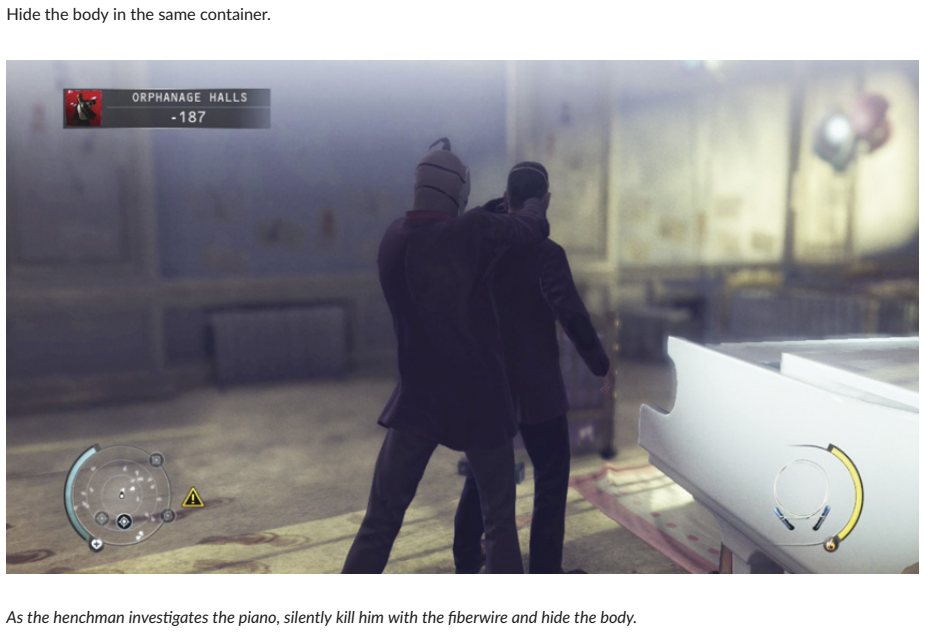
This outfit is worn by Wade's henchmen. Since everyone else in the area is also a henchman, it is not very useful. Be ready to use Instinct when a real henchman is looking in your direction.

After hiding the body, move through the nearby doorway and pick up the book located near the top of a flight of stairs. Return to the hallway and advance toward the nursery where three henchmen are torturing a security guard. Don't enter the nursery. Instead, move next to the case on the wall that holds the fire axe. Pick up the axe to add it to your collection before swapping back to the book. Throw the book down the hall toward the container with the body inside. One of the henchmen will come out to investigate the noise. Stay next to the wall as the henchman walks through a side room and then out into the hall. Sneak up behind him and garrote him as well before hiding the body.



Throw a book down the hall to lure a second henchman to his death.

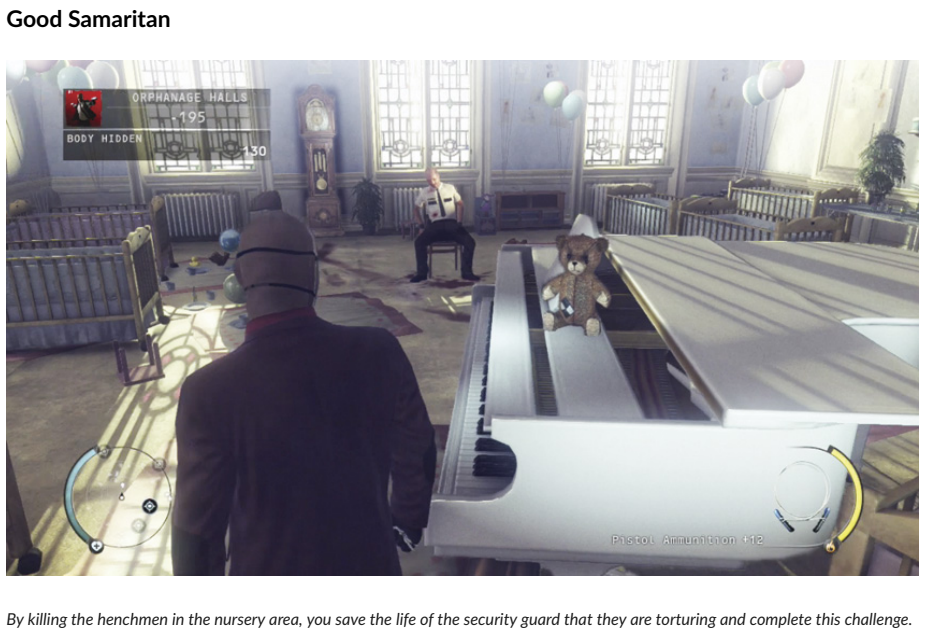
Two down and two more to go. Move into the side room and pick up the knife on the counter. Next, sneak into the nursery while the two henchmen have their backs to you. Knock the piano support down so that the lid drops, and then quickly hide behind a crib on the left. Both henchmen will look, but only one will walk to the piano. Wait until the other turns around, and then garrote the henchman near the piano. Drag the body to the container in the side room where you found the knife. While you can throw the knife to kill the last henchman, doing so will leave a blood pool, so just use your fiberwire one more time. Hide the body in the same container.



As the henchman investigates the piano, silently kill him with the fiberwire and hide the body.

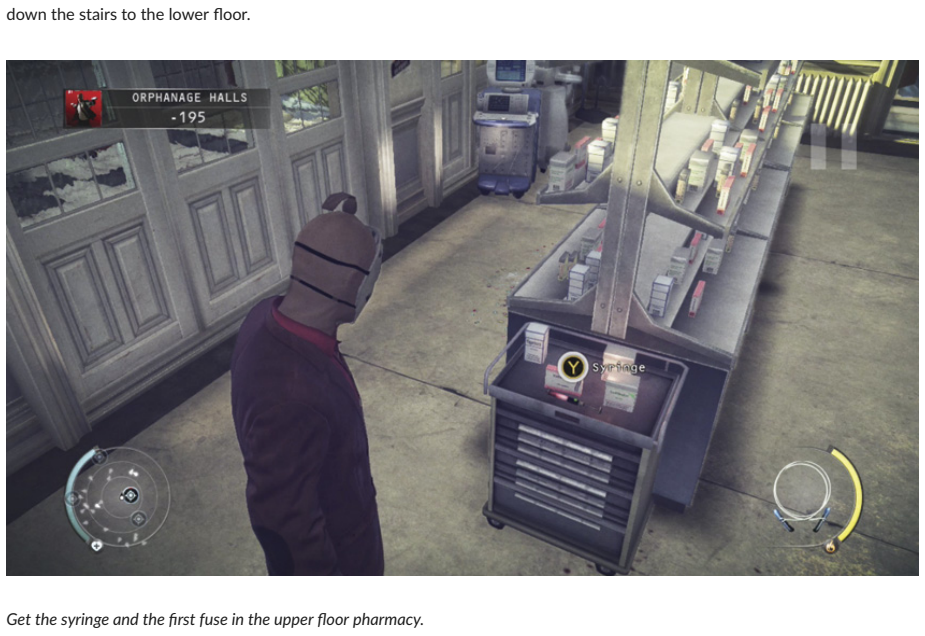
CHALLENGE

Good Samaritan

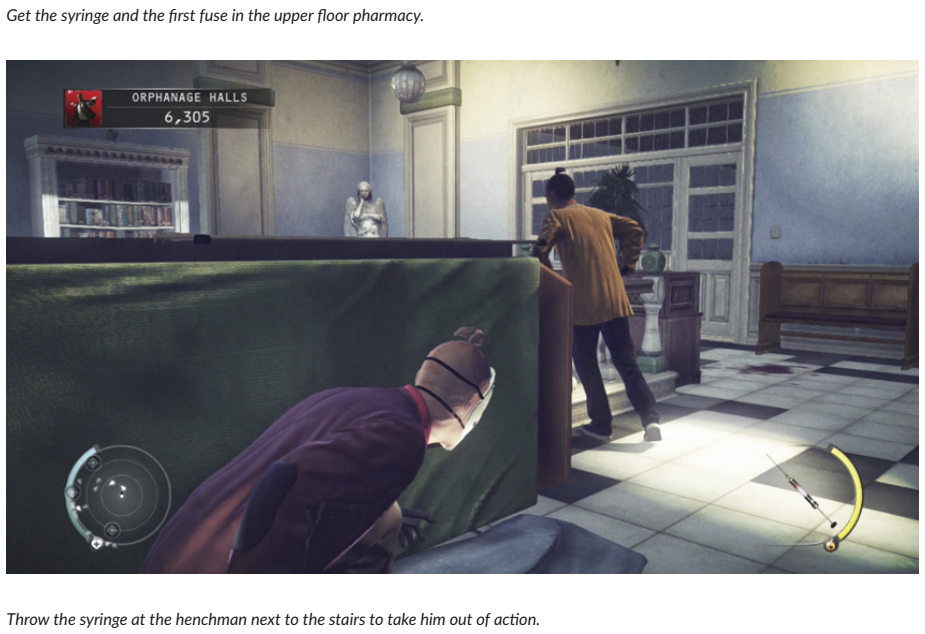


By killing the henchmen in the nursery area, you save the life of the security guard that they are torturing and complete this challenge.

Now it's time to begin going after those fuses. There are four scattered throughout the orphanage. One is on the upper floor where you begin, and the other three are on the lower floor. Move down the long hallway and into a pharmacy through a door on the right. The first fuse is on the counter. While you are here, also pick up a syringe. This will really come in handy. Stay in the pharmacy for a bit. There are two henchmen headed up from the lower floor. Wait until one walks toward the nursery and the other kicks back and leans against the railing of the staircase. Exit the pharmacy through a different door than the one you entered, and hold down the aim button while the syringe is in your hand. Throw it at the head of the henchman, just like you would a knife. Move forward to recover the syringe, and then hide the body in a cabinet near the stairs. Next, move up behind the other henchman who is in the nursery and use the syringe to stab him. Hide the body in the cabinet as well. Then, head down the stairs to the lower floor.



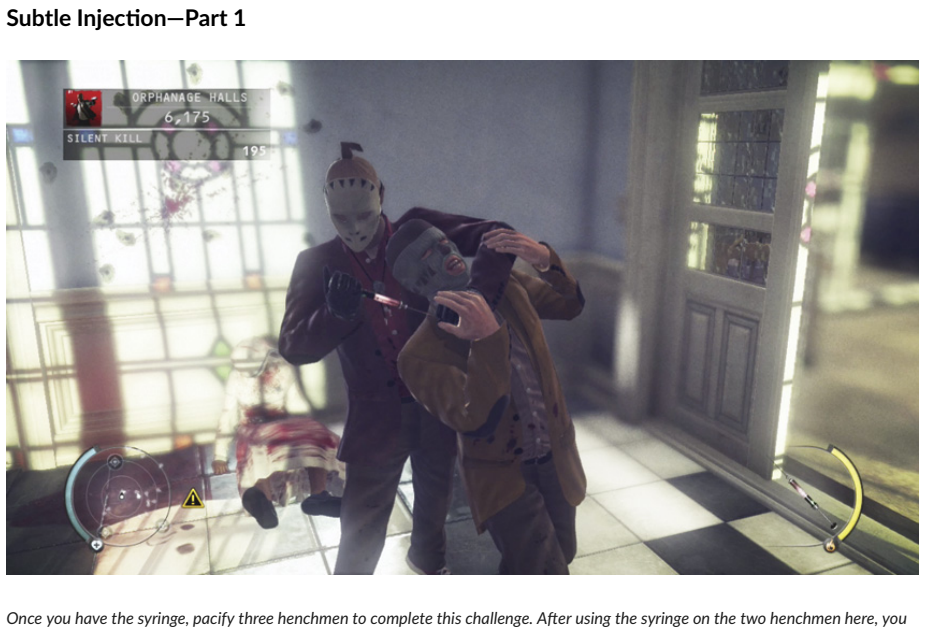
Get the syringe and the first fuse in the upper floor pharmacy.



Throw the syringe at the henchman next to the stairs to take him out of action.

CHALLENGE

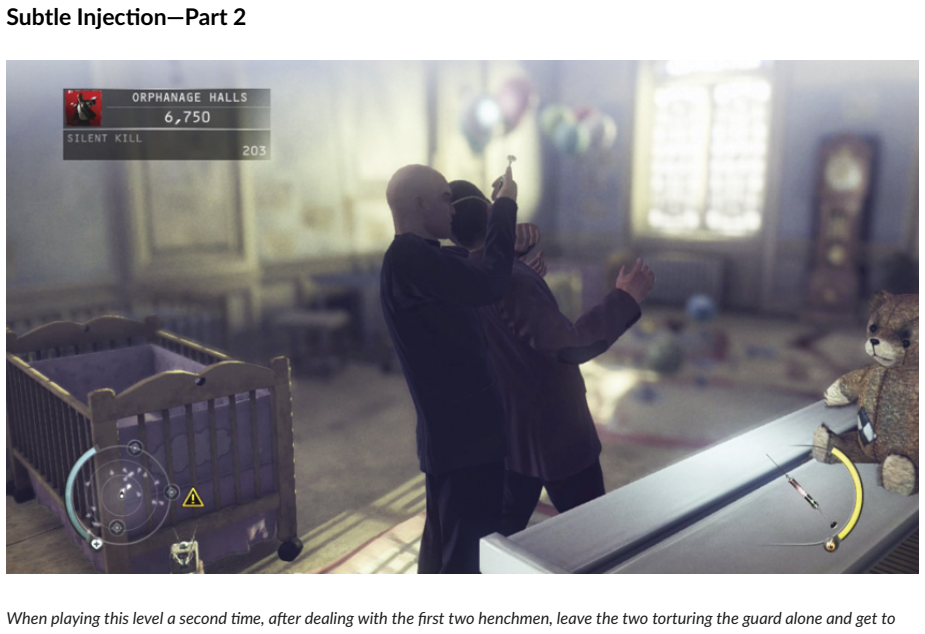
Subtle Injection—Part 1



Once you have the syringe, pacify three henchmen to complete this challenge. After using the syringe on the two henchmen here, you only need to use it one more time to complete this challenge.

CHALLENGE

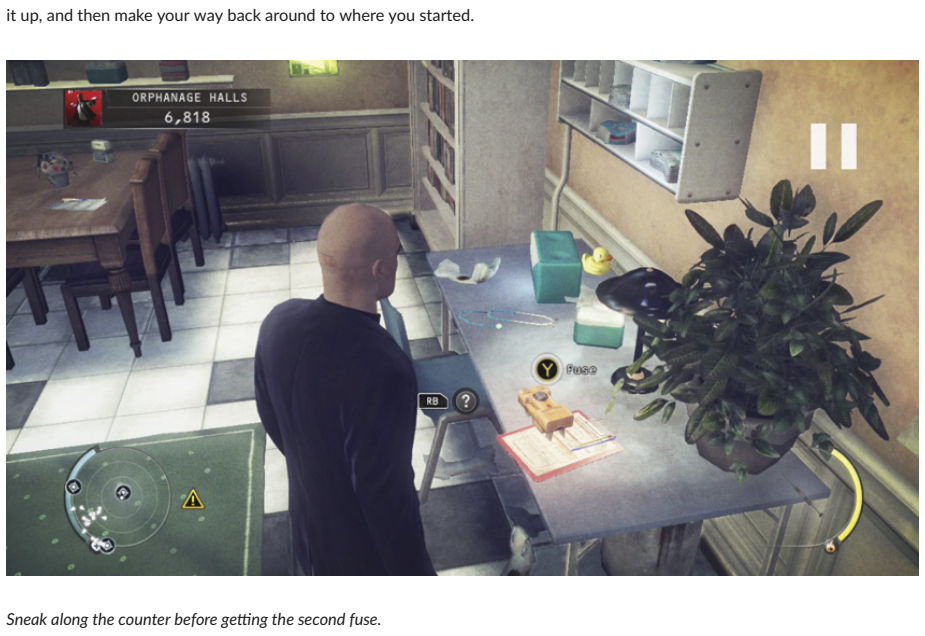
Subtle Injection—Part 2



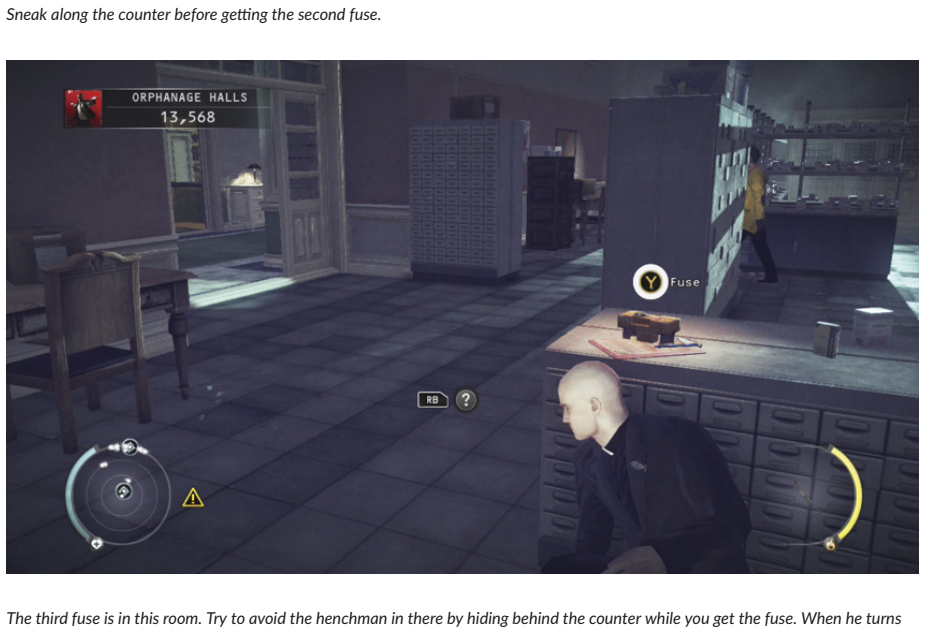
When playing this level a second time, after dealing with the first two henchmen, leave the two torturing the guard alone and get to the pharmacy. After getting the syringe, wait for the other two henchmen to come up the stairs. Use the same strategy as before to kill both with the syringe. Then, go back into the nursery and kill the two henchmen near the guard using the same tactics as before—only this time stab them with the syringe instead of using the fiberwire. Once you have taken care of four henchmen and not been spotted, this challenge is complete.

Lower Floor

As you get to the lower floor, activate the checkpoint to save your progress. The key to getting a couple of the fuses on the lower floor is to act quickly. Enter an air vent near the base of the stairs and crawl through the shaft to emerge in a kitchen area just as a bunch of henchmen are meeting in the large room. Take cover behind the counter, and then move to the opposite side of the kitchen. Stand up and walk over to get the fuse on the table. Then, quickly exit the kitchen, turning right at the hallway. Be ready to use Instinct if someone sees you. Follow the hallway around to the left. When you get to the next turn, continue ahead into a room with rows of drawers and a freezer. The third fuse is on the counter to the right as you enter. Pick it up, and then make your way back around to where you started.



Sneak along the counter before getting the second fuse.



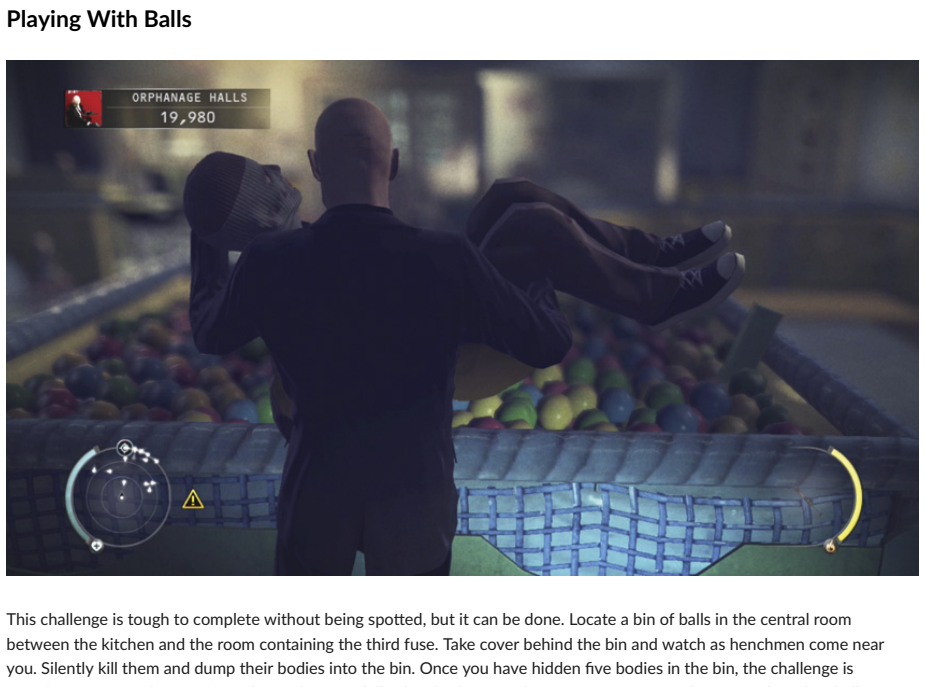
The third fuse is in this room. Try to avoid the henchman in there by hiding behind the counter while you get the fuse. When he turns around, leave.

Tip

Consider dropping the syringe by the air vent before crawling through the duct. This allows you to pick up items such as books which you can throw as a distraction without leaving the syringe behind. Then, when you return, pick up the syringe to continue using it.

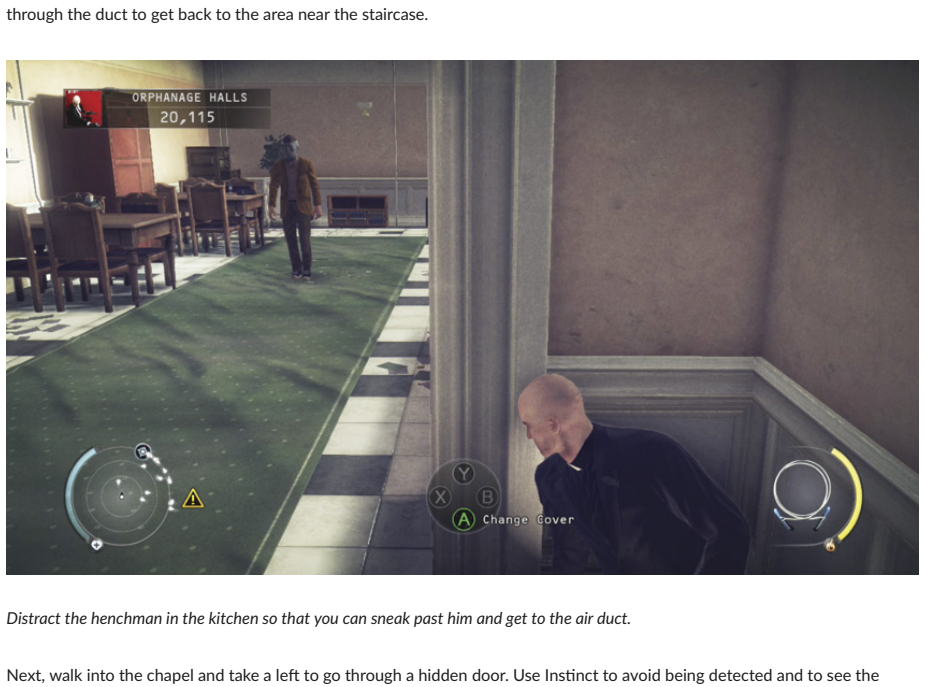
CHALLENGE

Playing With Balls



This challenge is tough to complete without being spotted, but it can be done. Locate a bin of balls in the central room between the kitchen and the room containing the third fuse. Take cover behind the bin and watch as henchmen come near you. Silently kill them and dump their bodies into the bin. Once you have hidden five bodies in the bin, the challenge is complete. If you end up in a firefight, as there are lulls, drag bodies into this room so you can at least complete the challenge and get the score modifier for future attempts.

As you backtrack through the back hall, take a detour to the left to enter a corner area rather than turning right in the hall to continue to the kitchen. Use Instinct to see where the henchman in the kitchen is located. Wait until he is walking away, and then walk into the kitchen and hide in the corner near the doorway so that he can't see you. Throw an object (such as a book) toward the table to lure the henchman over to that spot. As soon as he moves past you, sneak over to the air vent and crawl through the duct to get back to the area near the staircase.



Distract the henchman in the kitchen so that you can sneak past him and get to the air duct.

Next, walk into the chapel and take a left to go through a hidden door. Use Instinct to avoid being detected and to see the door. As you enter a custodial area, pick up the fourth and last fuse. Now all you need to do is get to the elevator. Walk across the hallway into a maintenance area. Note the Mini Ninja on the desk, and then go through the door on the right. Place the fuses in the fuse box and pull the switch to activate the elevator's power and reach the final part of this level.

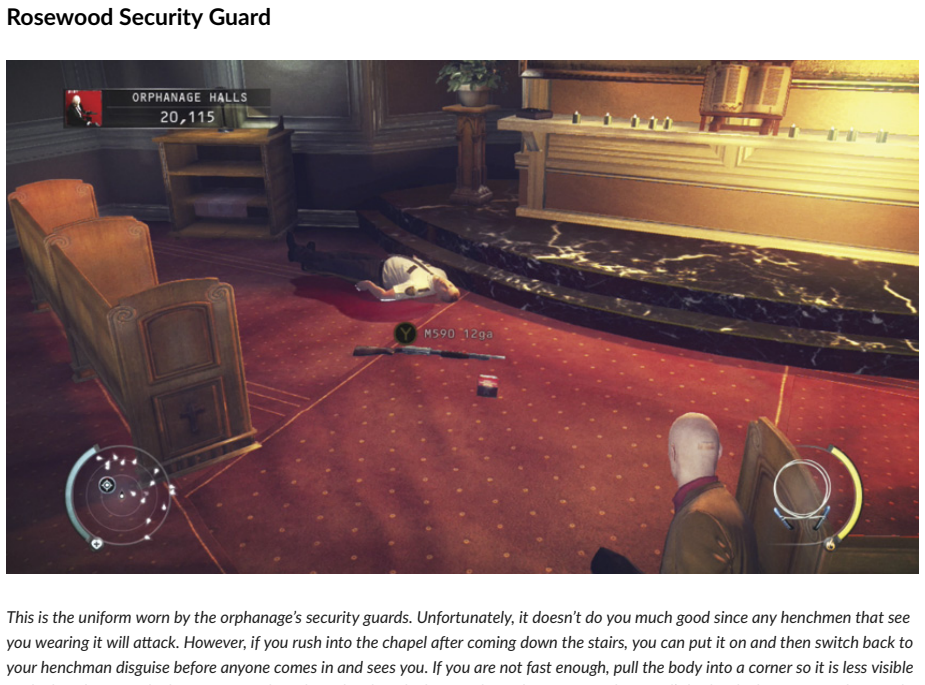
CHALLENGE

Out of Fuse

Collect all four fuses without being seen in order to earn this challenge.

Weapons & Equipment

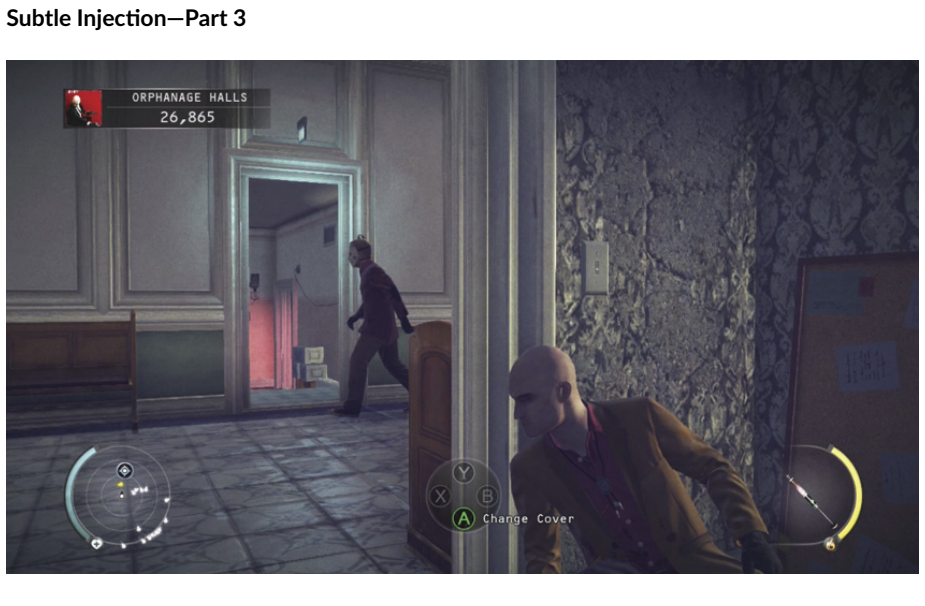
Rosewood Security Guard

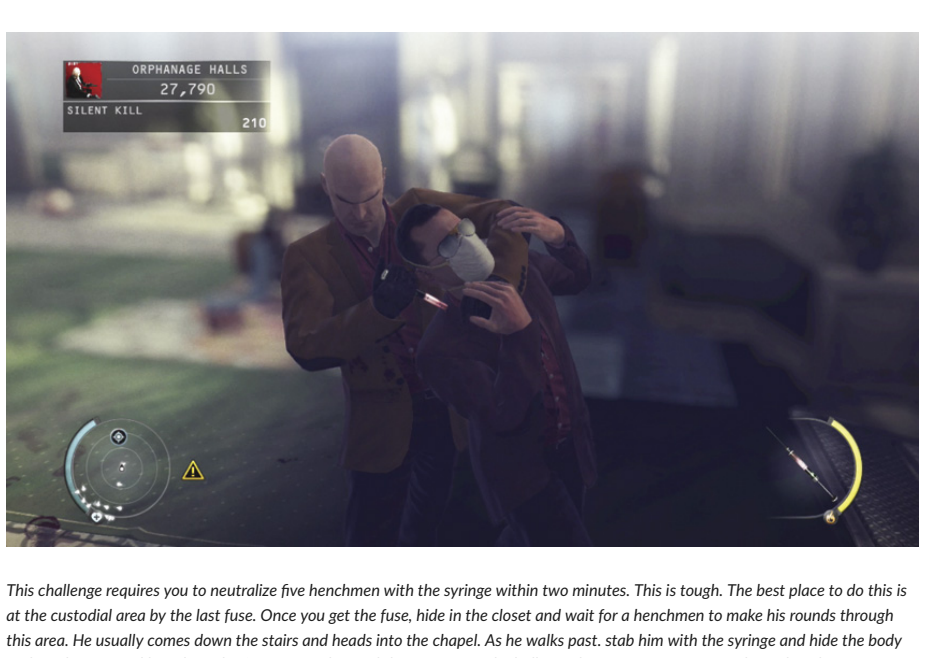


This is the uniform worn by the orphanage's security guards. Unfortunately, it doesn't do you much good since any henchmen that see you wearing it will attack. However, if you rush into the chapel after coming down the stairs, you can put it on and then switch back to your henchman disguise before anyone comes in and sees you. If you are not fast enough, pull the body into a corner so it is less visible to the henchmen in the large room to the side of the chapel. There is also a shotgun near the guard's body which you can pick up and hide in your outfit. You may need it later.

CHALLENGE

Subtle Injection—Part 3

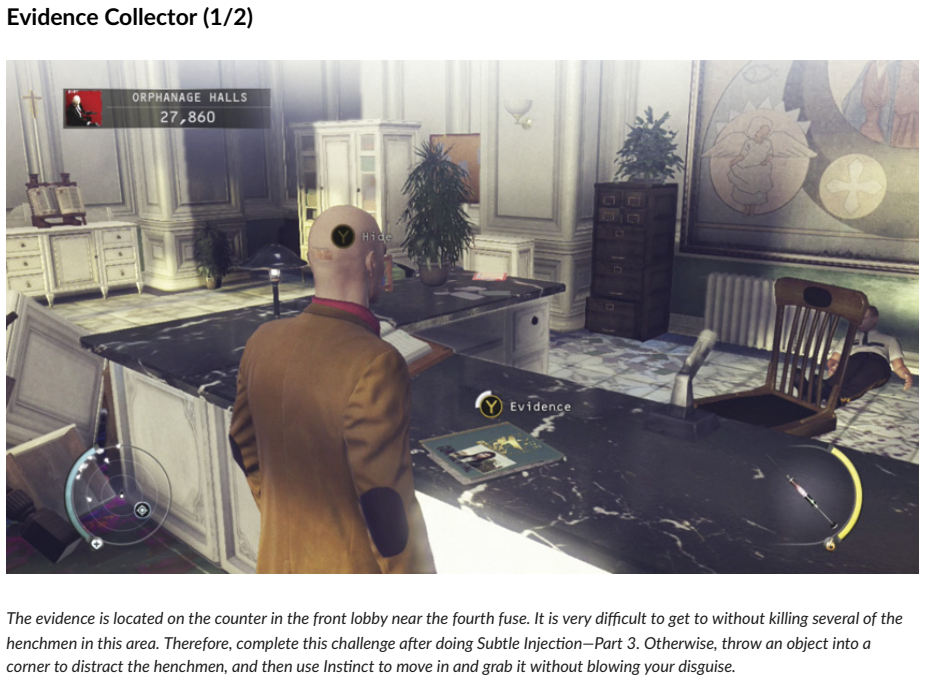




This challenge requires you to neutralize five henchmen with the syringe within two minutes. This is tough. The best place to do this is at the custodial area by the last fuse. Once you get the fuse, hide in the closet and wait for a henchmen to make his rounds through this area. He usually comes down the stairs and heads into the chapel. As he walks past, stab him with the syringe and hide the body in the cabinet. Quickly pick up the fire extinguisher and throw it across the hall into the maintenance area. When a henchman comes to investigate, throw the syringe or just walk up behind him and stab him with it. Hide the body around the corner near the elevator. Then, throw the fire extinguisher back into the custodial area near the cabinet. Another henchman investigates. Kill him with the syringe, leave the body for now, and throw the fire extinguisher back into the maintenance area. Another henchman comes to investigate. Kill him and leave the body. Finally, go into the lobby area where the henchmen were and kill another one to get your five. This is tough and takes a lot of practice and timing, but it can be done.

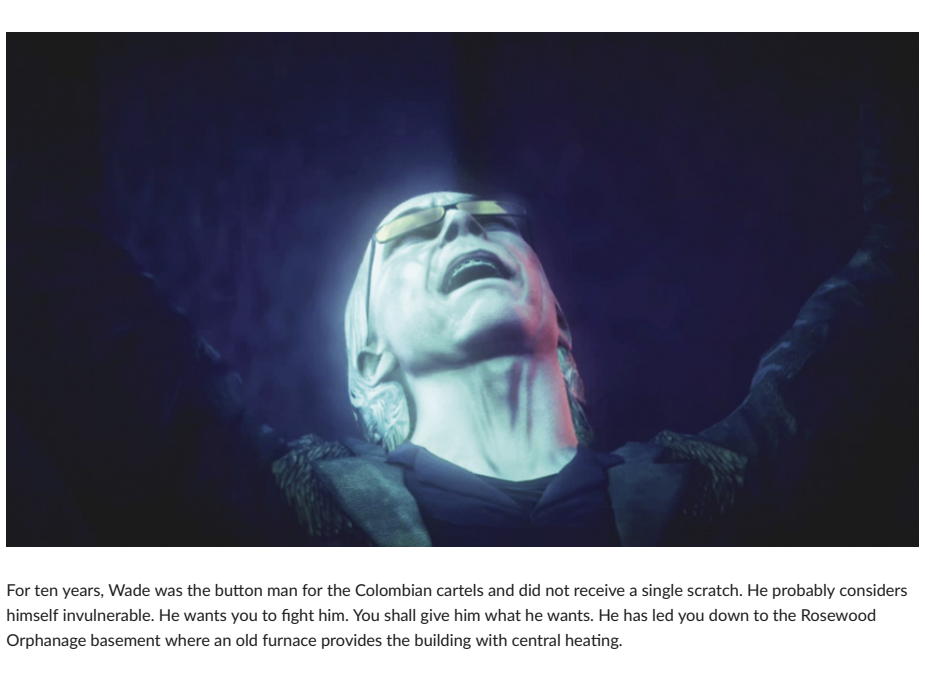
CHALLENGE

Evidence Collector (1/2)



The evidence is located on the counter in the front lobby near the fourth fuse. It is very difficult to get to without killing several of the henchmen in this area. Therefore, complete this challenge after doing Subtle Injection—Part 3. Otherwise, throw an object into a corner to distract the henchmen, and then use Instinct to move in and grab it without blowing your disguise.

Central Heating

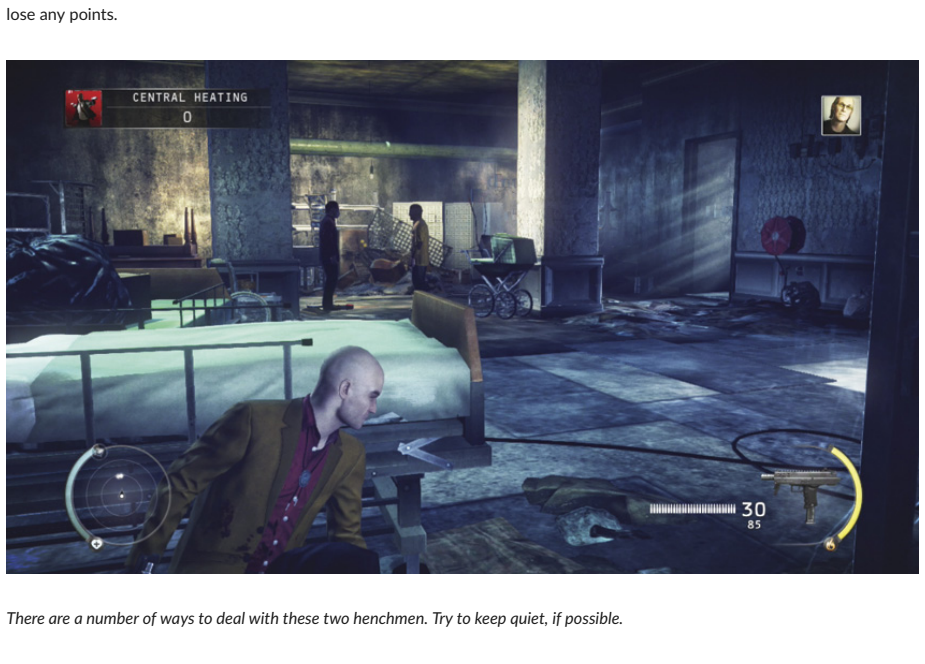


For ten years, Wade was the button man for the Colombian cartels and did not receive a single scratch. He probably considers himself invulnerable. He wants you to fight him. You shall give him what he wants. He has led you down to the Rosewood Orphanage basement where an old furnace provides the building with central heating.

Hunt Wade

Basement

Wade and Lenny grab Victoria from the elevator before you can get to her. They take her down to the basement in an attempt to lure you into an ambush. Unfortunately, you need to get Victoria so you have to go. In the basement, you start off behind some cover in a room with a couple of henchmen. There is a submachine gun directly in front of you; pick it up if you have not already acquired one. Then, pick up the nearby bottle and wait. After the two henchmen talk, one walks away. Throw the bottle near the container to the right of you. As one henchman goes over to investigate, sneak up behind him and use your fiberwire to kill him quickly. Drag the body to the container to hide it. Get back behind cover before the other henchman turns around. Then, kill the second henchman by throwing the syringe. You can also use the nearby knife. Hide the body so that you don't lose any points.



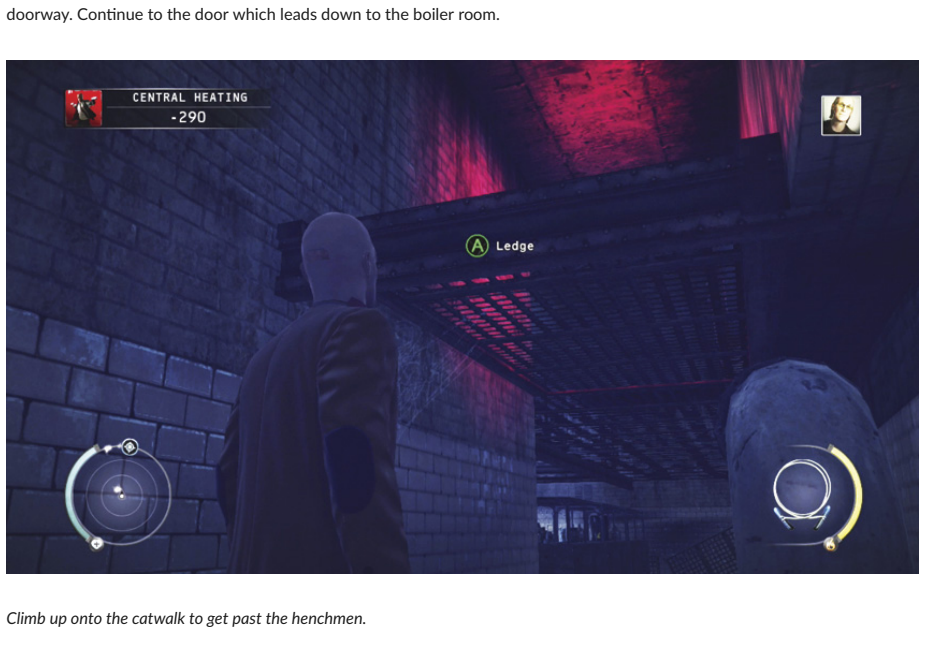
There are a number of ways to deal with these two henchmen. Try to keep quiet, if possible.

Weapons & Equipment

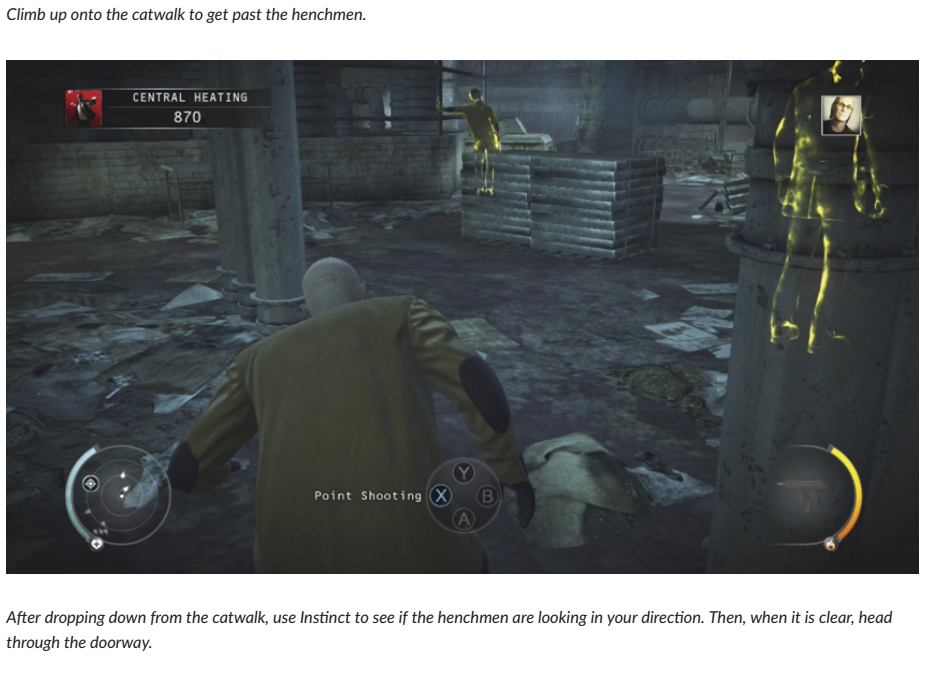
Zug TMP

The Zug TMP is an extremely compact SMG with an impressive rate of fire. The weapon's size and round caliber make it possible to effectively use two at once. If you get into a firefight with the henchmen during this level, be sure to pick up some of these SMGs. They are great for mowing down your enemies.

Make your way through the maze of the basement until you come across a couple of henchmen blocking your path. Wait until neither are looking in your direction, and then sneak toward them and dart into a side passage to the right. Jump up, grab onto a ledge, and pull yourself up onto a catwalk. Stay low and follow the catwalk past these two henchmen. As you reach a larger room in the basement, use the cover along the railings of the catwalk to hide from two more henchmen. Follow the catwalk all the way to the end and drop down to the floor. Wait until both of the henchmen are looking away, and then sneak through a doorway. Continue to the door which leads down to the boiler room.



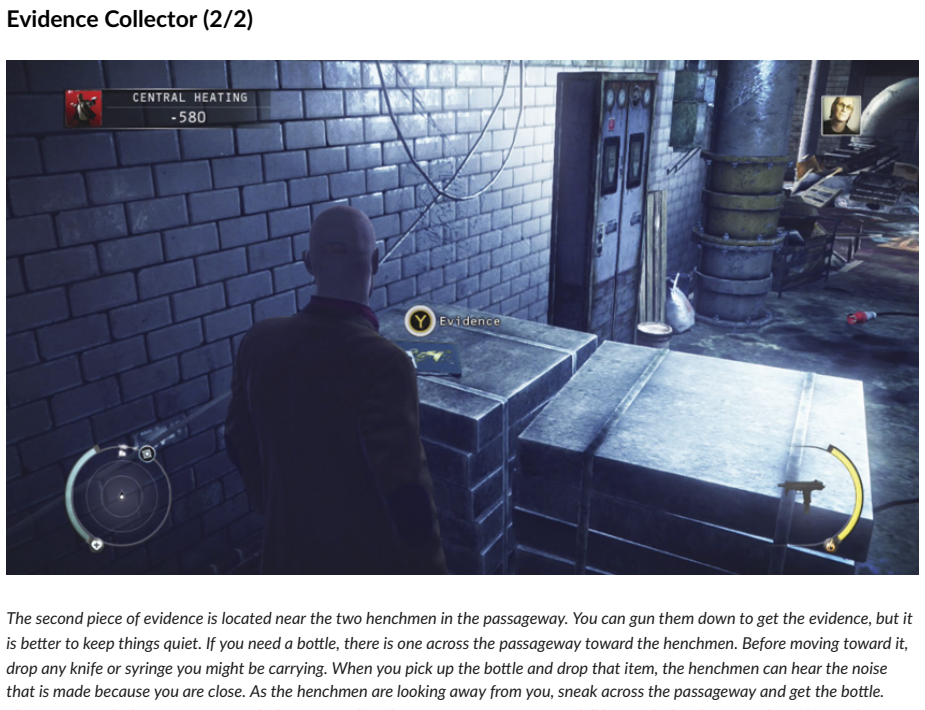
Climb up onto the catwalk to get past the henchmen.



After dropping down from the catwalk, use Instinct to see if the henchmen are looking in your direction. Then, when it is clear, head through the doorway.

CHALLENGE

Evidence Collector (2/2)

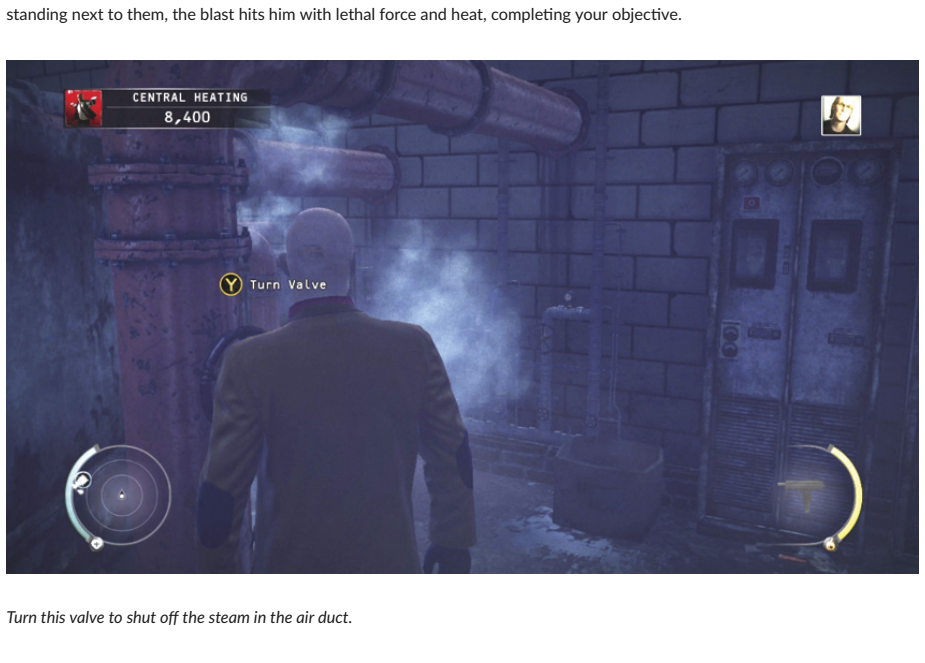


The second piece of evidence is located near the two henchmen in the passageway. You can gun them down to get the evidence, but it is better to keep things quiet. If you need a bottle, there is one across the passageway toward the henchmen. Before moving toward it, drop any knife or syringe you might be carrying. When you pick up the bottle and drop that item, the henchmen can hear the noise that is made because you are close. As the henchmen are looking away from you, sneak across the passageway and get the bottle. Throw it toward where you were just hiding. As one henchman moves to investigate, kill him with the fiberwire. Then, throw a knife or syringe at the other henchman so that you can just walk up and take the evidence.

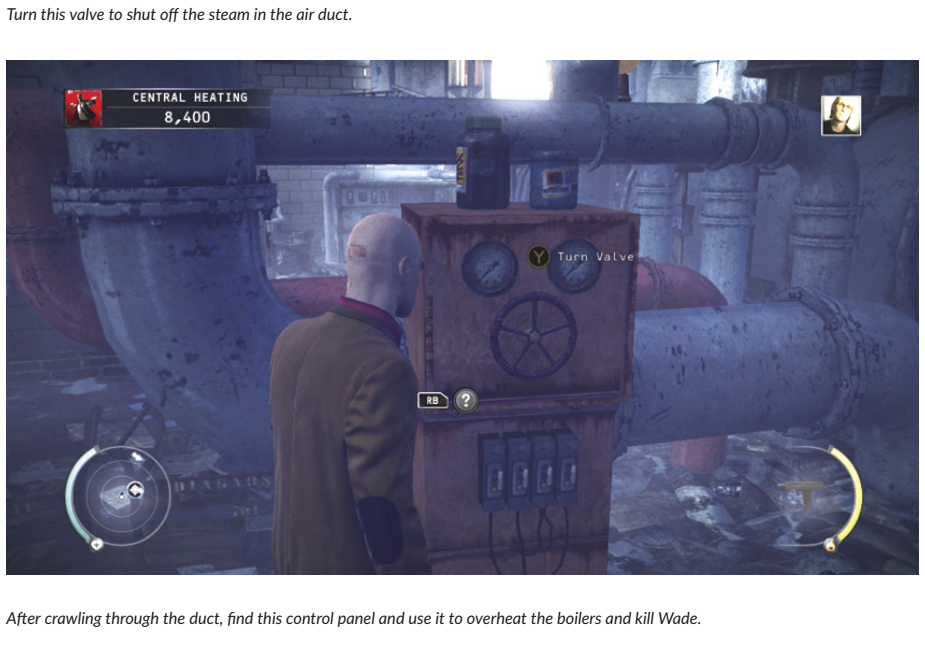
Eliminate Wade

Boiler Room

As you reach the boiler room, Wade shoots at you and then takes cover at the other side of the area. Don't go after him. He and his henchmen are well armed and waiting. Instead, head down the stairs and move to the far right corner of the room. Locate a valve on a steam pipe and turn it. This shuts of the steam so that you can crawl through an air duct. While you are in the duct, Wade sends his henchmen to rush your previous position. He does not realize that you are flanking him. As you emerge from the duct, sneak around several pipes to get to another valve. Turn it to overheat the boilers. Since Wade is standing next to them, the blast hits him with lethal force and heat, completing your objective.



Turn this valve to shut off the steam in the air duct.



After crawling through the duct, find this control panel and use it to overheat the boilers and kill Wade.

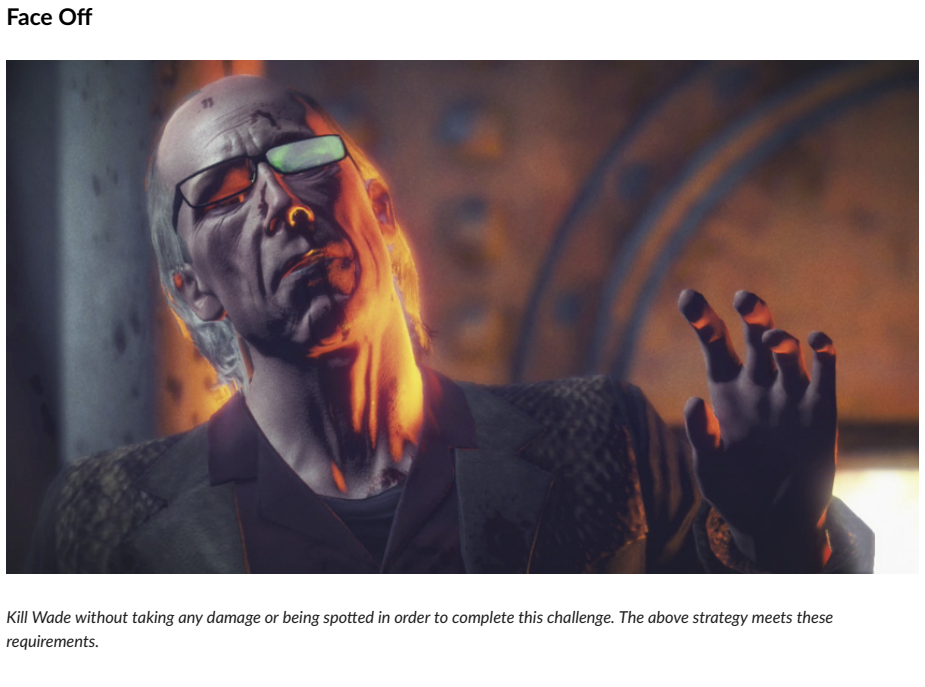
Weapons & Equipment

SA .44 Auto

The .44 Auto is a heavy semi-automatic pistol designed specifically for handgun hunters. It combines extreme stopping power with long-range precision. Wade carries this pistol. If you want to get it, you have to rush over to him and pick it up right as he is going down to beat the cutscene. You can't use it during this level, but you can still add it to your collection.

CHALLENGE

Face Off



Kill Wade without taking any damage or being spotted in order to complete this challenge. The above strategy meets these requirements.

CHALLENGE

The Mercenary

Finish this level to complete this challenge.

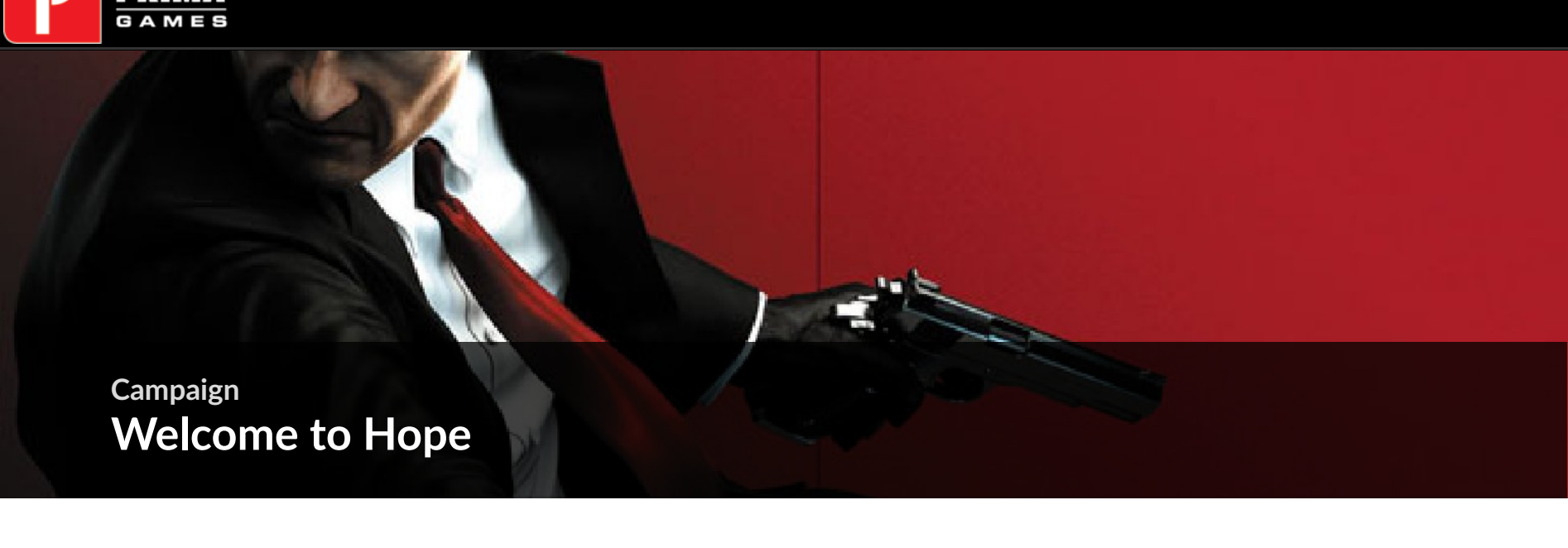
CHALLENGE

Mastery: Rosewood

Complete all of the challenges to earn this final challenge.

Achievements

All Bark and No Bite: Assassinate Wade to earn this award.



Campaign

Welcome to Hope

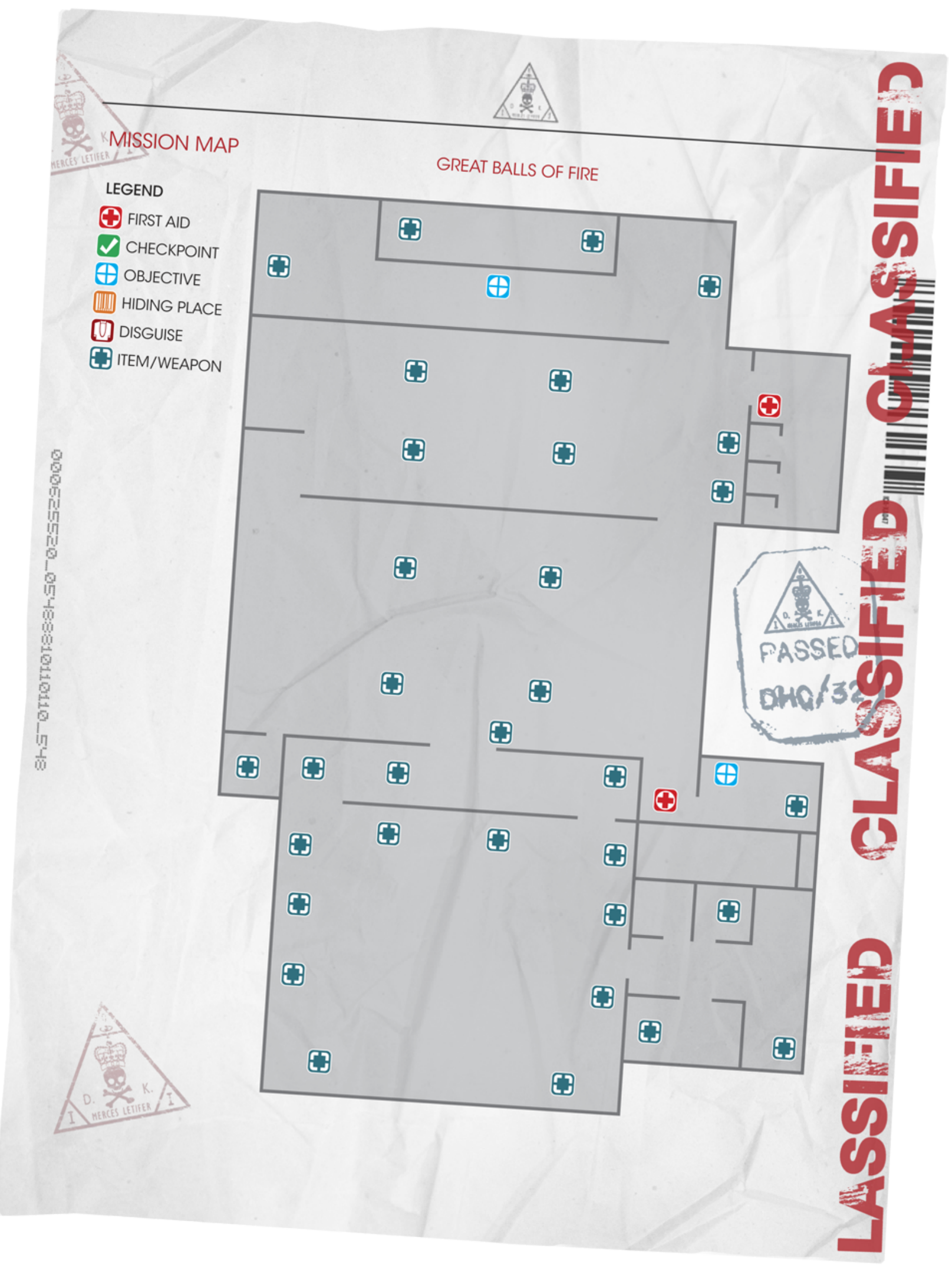
Briefing

The matchbook in Wade's pocket has led me to The Great Balls of Fire, a rowdy roadside bar on the outskirts of Hope, South Dakota. If I find Lenny, I find Victoria. I made a promise; to the girl and to a dying friend. So far I have let them down. I will make this right. Lenny. Dexter. Travis. They are all going to pay.

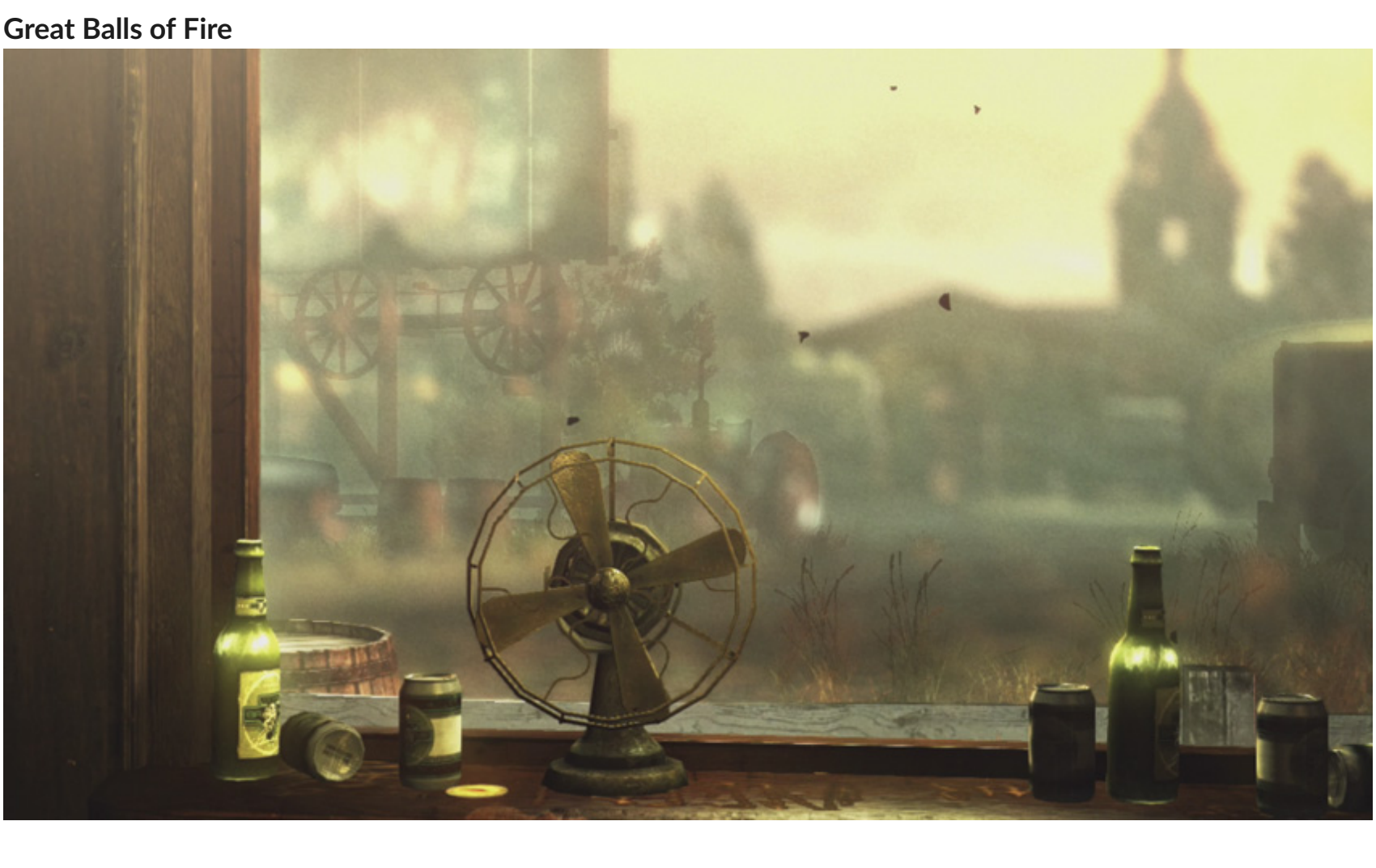
Initial Equipment

- Jagd P22G Pistol
- Fiberwire

WELCOME TO
HOPE
SOUTH DAKOTA



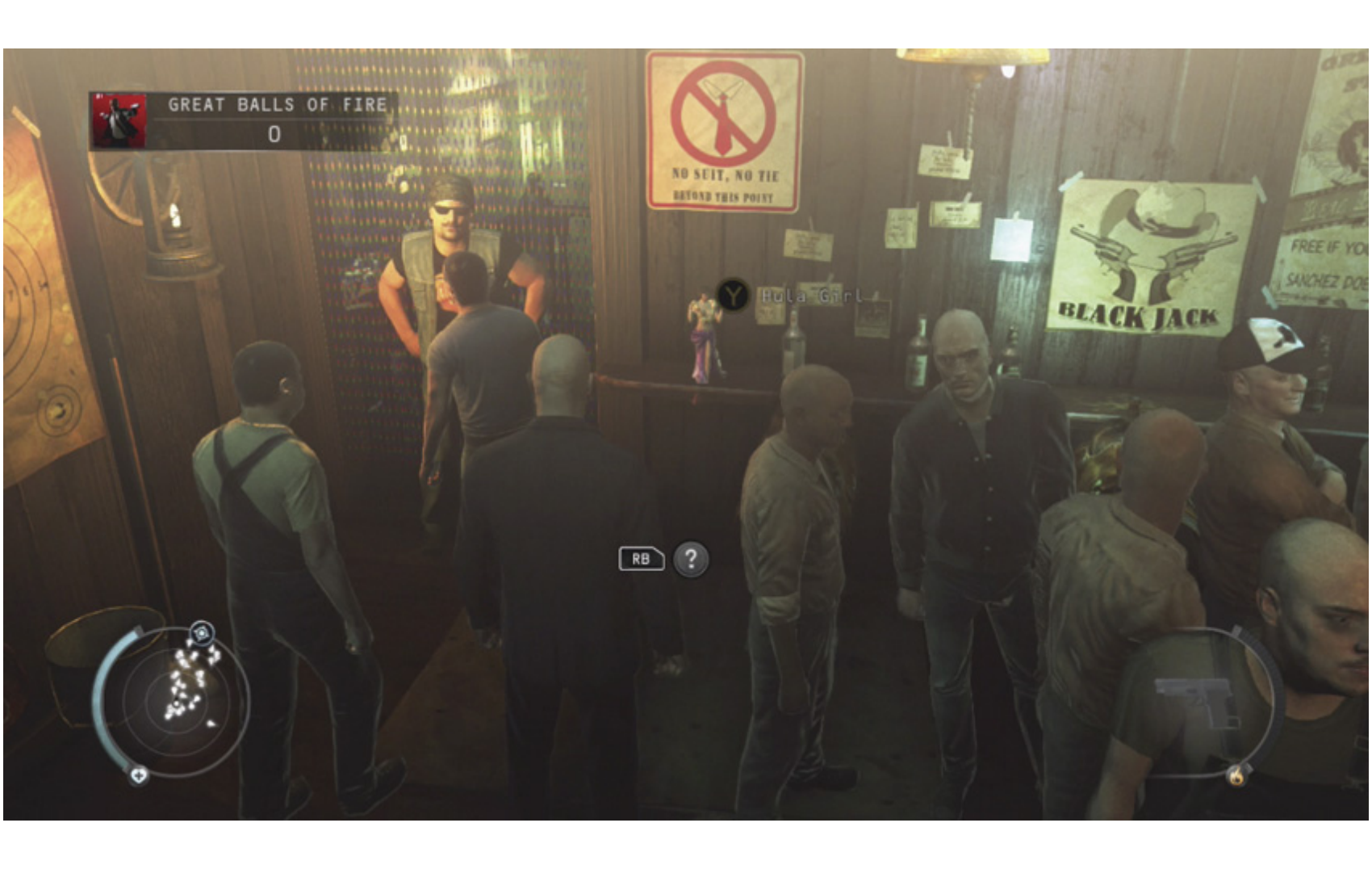
Great Balls of Fire



The Great Balls of Fire. A roadside bar on the outskirts of Hope, South Dakota. Local clientele. Heavy drinkers. Aggressive. Hostile toward outsiders.

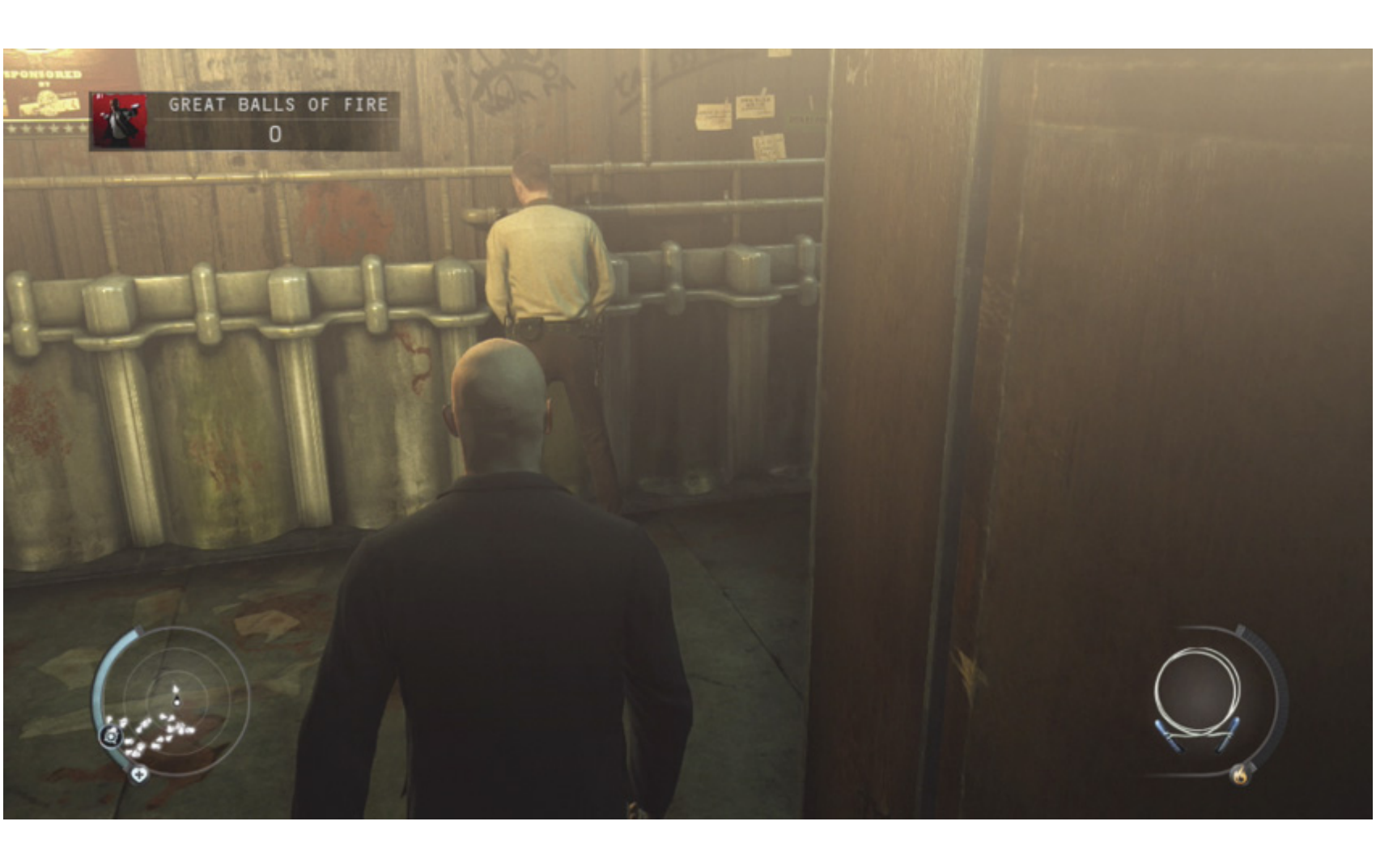
Get to the Bartender

You begin at the entrance of the bar. The bartender is all the way at the back of the bar. There are several people in the front room with two doorways leading to the larger middle of the bar. A bouncer guards each of the two doorways and won't let outsiders like yourself through. You must find a way around the bouncers. There are several ways you can complete your objective—just look around for opportunities.



The bouncers block the way further into the bar.

Walk into the restroom through the swinging doors on the right. A local cop is taking care of some business. Move up behind him and subdue him. Move the body into a corner so that it is not visible from the other room. There are no containers in which to hide it, so you have to leave him on the floor. Put on the cop's uniform to get your first disguise. The police officer can walk throughout the bar. However, there are other officers in the area that can see through the disguise, so be careful.



As soon as you enter the restroom, move quickly to subdue the police officer before he turns around.

Weapons & Equipment

Hope Police Officer

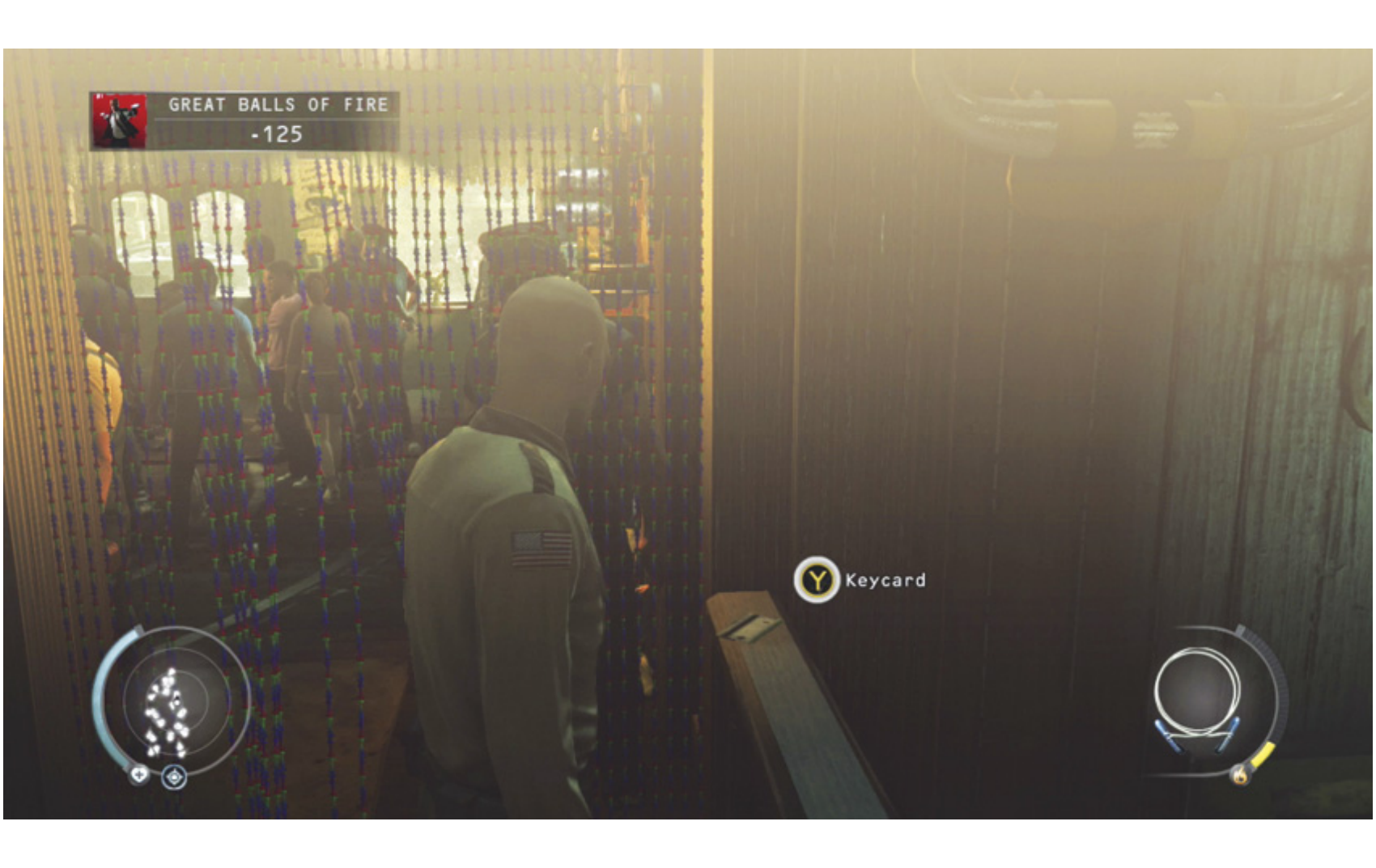
This uniform is worn by officers of the Hope County Police Department. The only people that can see through your disguise are other police officers. There are a few in the central area of the bar, so use Instinct to get past them.

CHALLENGE

Chameleon

Collect three different disguises to complete this challenge: Hope Police Officer, Truck Driver, and Hope Bouncer.

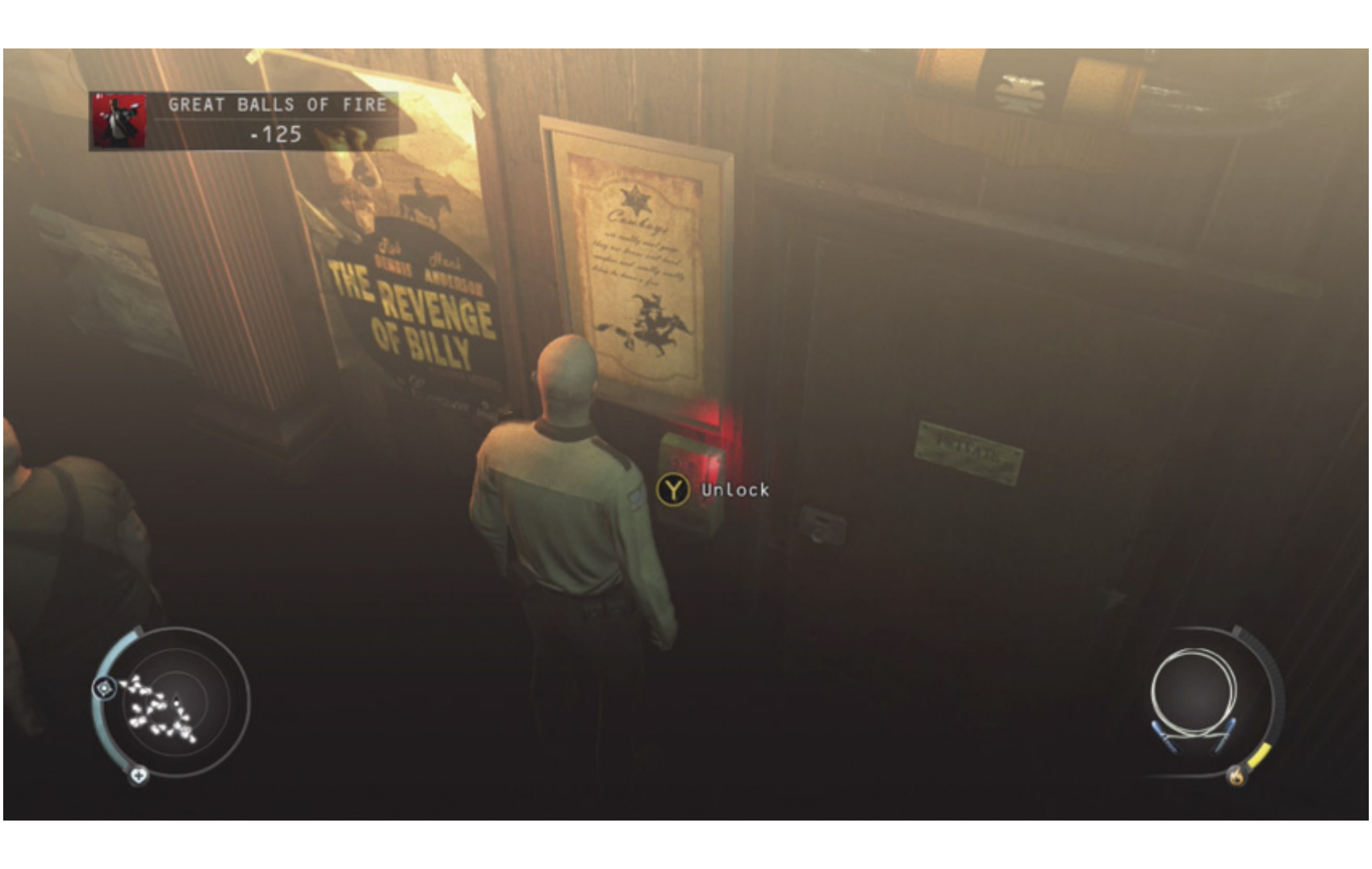
After putting on the uniform, walk out of the restroom. Move right past the bouncer near the left doorway. After passing through the doorway, pick up the keycard sitting on a ledge to your left. This allows you to unlock the bar's office. Move to the right side of the bar and look for the red-lit keycard reader next to a door. Use the card to unlock the door and enter the office. There is a shotgun and ammo in here, as well as the only piece of evidence in the bar. After collecting these, exit the office.



Use the keycard to get into the office.

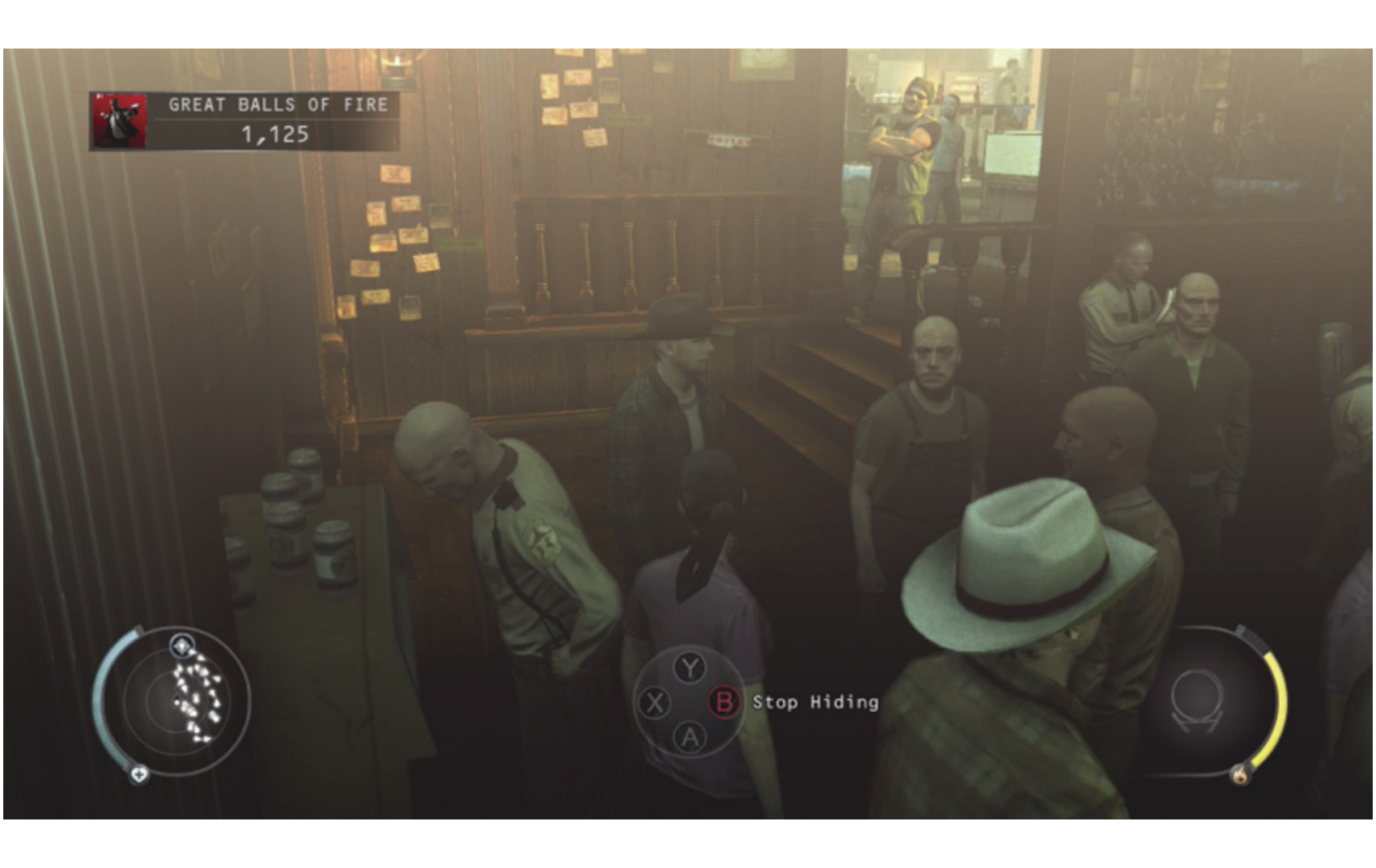
CHALLENGE

Evidence Collector

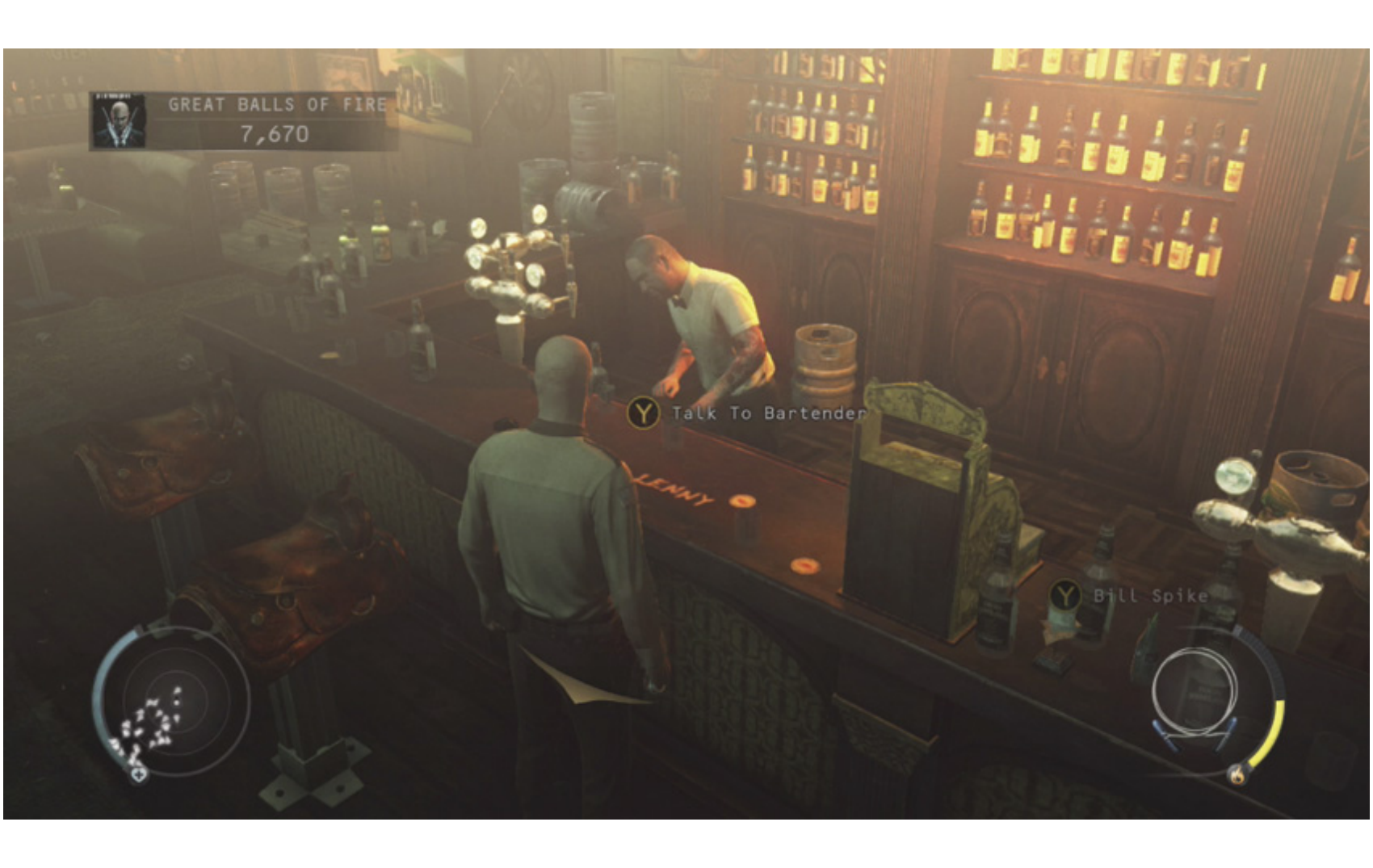


The evidence is located in the office on the right side of the bar. You need a keycard to get through the locked door.

Upon exiting the office, turn to the right and walk toward the back of the bar. You must pass another police officer along the way. Use Instinct as you approach him. Then, move next to a counter along the wall and hide in plain sight by pretending to look at something. Wait until the police officer stops looking at you, and then start moving again. Continue to the back of the bar. Walk up to the bartender and start up a conversation to find out where Lenny might be.



Hide in plain sight in the middle of the bar.



Talk to the bartender to get some information.

CHALLENGE

Just Passing Through

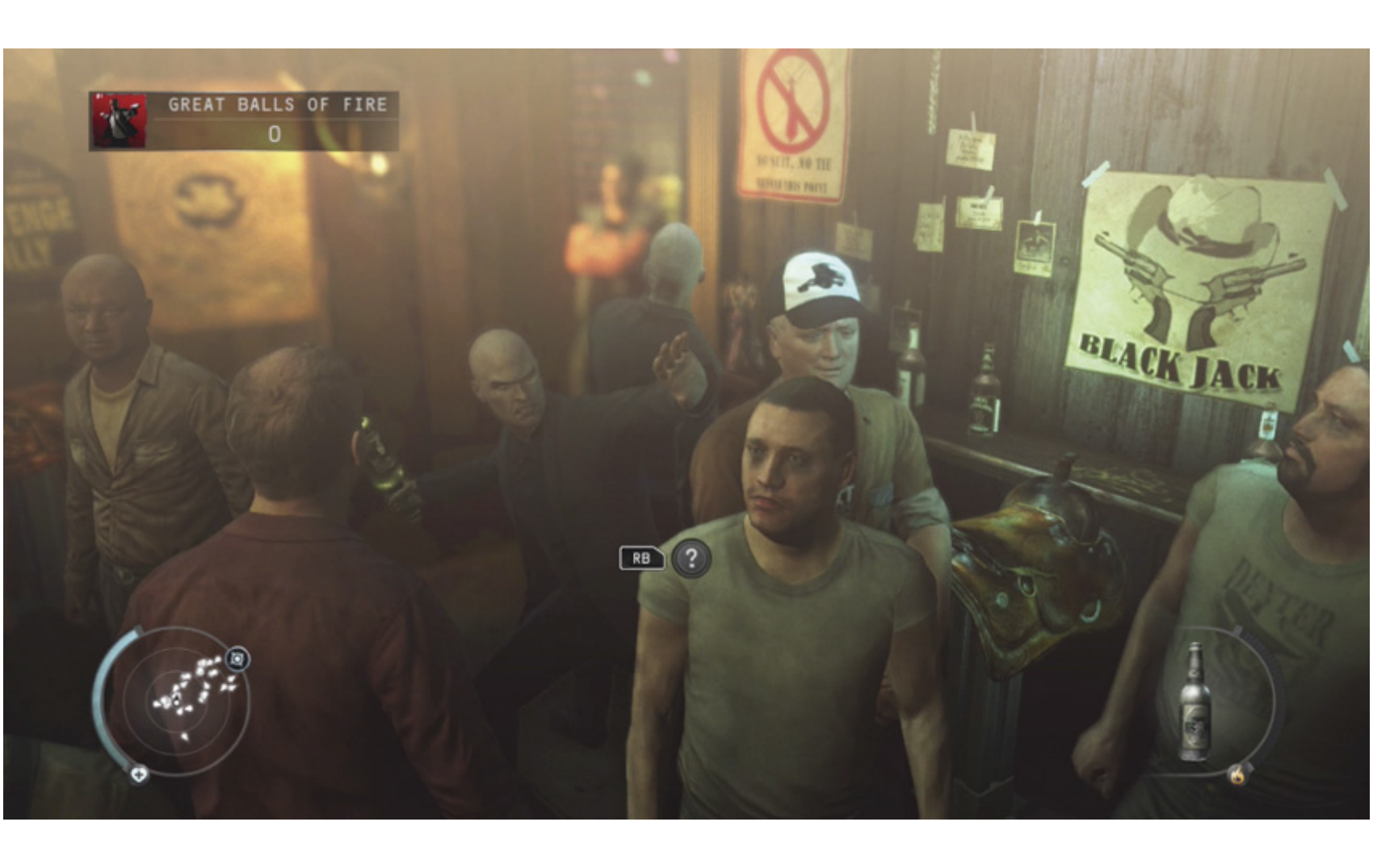
Talk to the bartender and complete the level.

CHALLENGE

Chew the Fat

Get to the bartender without starting a fight or raising the alarm.

Using the police uniform is an easy way to complete this level. However, if you want to earn all of the challenges, you need to play through the level a couple more times. Another way to reach the bartender is to start a fight. Look around the front room of the bar and pick up some items for your collection. Check out the restroom for even more items. Finally, grab a bottle and find the truck driver in the front room. He's the one standing along a wall in a baseball cap and a flannel shirt. Come up behind him and attack him with the bottle. In this place, you don't attract any attention by making this attack. Instead, you start a brawl. Since everyone is either fighting or watching the fight, you can put on the disguise right there in the front room.



Knock out the truck driver with a bottle and start a fight.

Weapons & Equipment

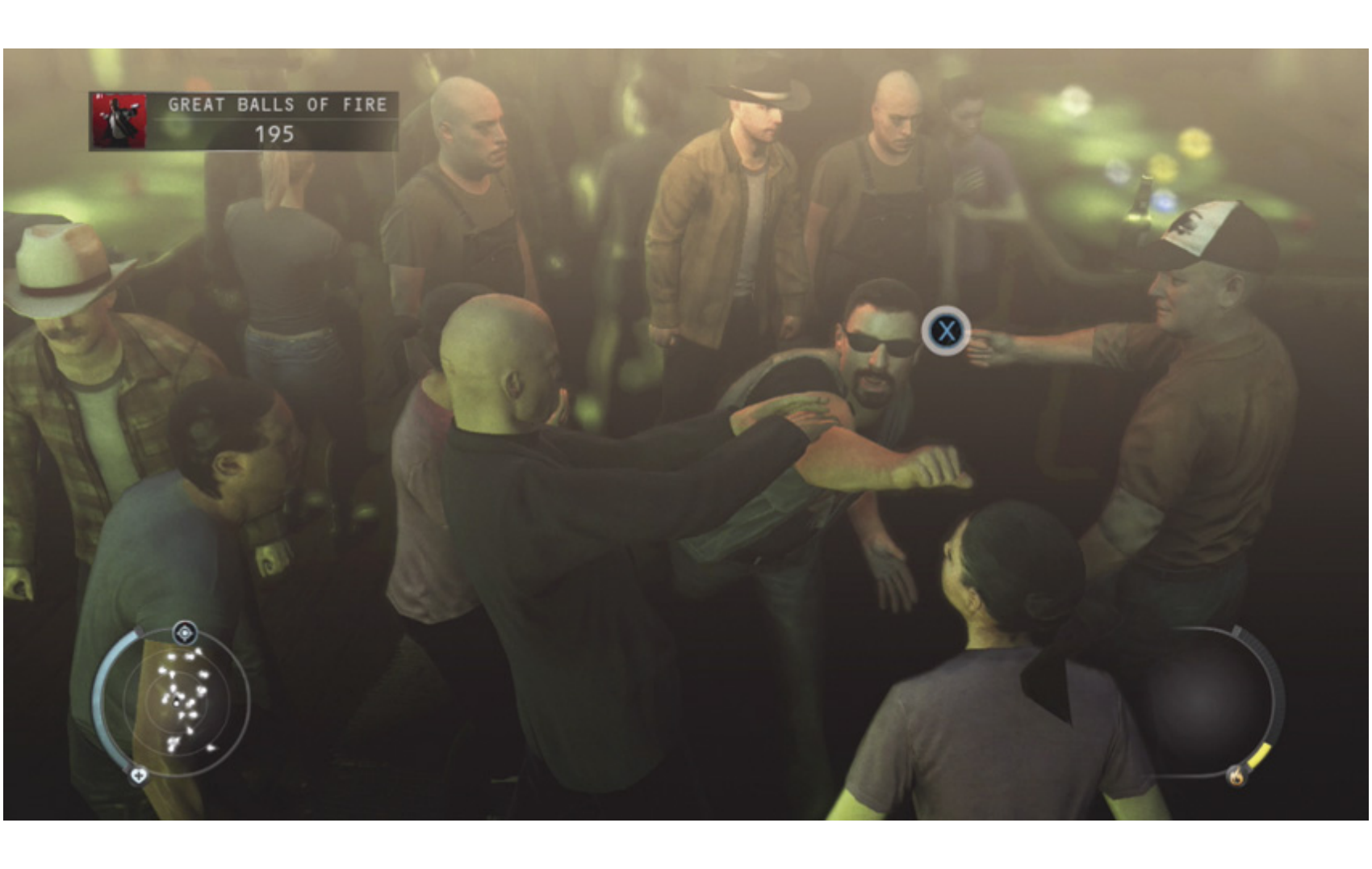
Truck Driver

This outfit is worn by the employees of the logistics department at Dexter Industries. This can get you past bouncers, but watch out for other truck drivers in the middle of the bar.

Since there is a brawl going on, this is a good time to work on a challenge and knock out all of the bouncers. Work your way through the bar and get in fights with bouncers. To knock our your opponents, just press the buttons that appear on the screen. Take out the two bouncers near the doorways, and then work your way through the middle part of the bar. Finally, knock out the last bouncer on the right side of the bar near the steps that lead to the bartender's location.

CHALLENGE

Ali



Knock out all of the bouncers in the bar to complete this challenge. This is easy to do once there is a brawl going on in the bar.

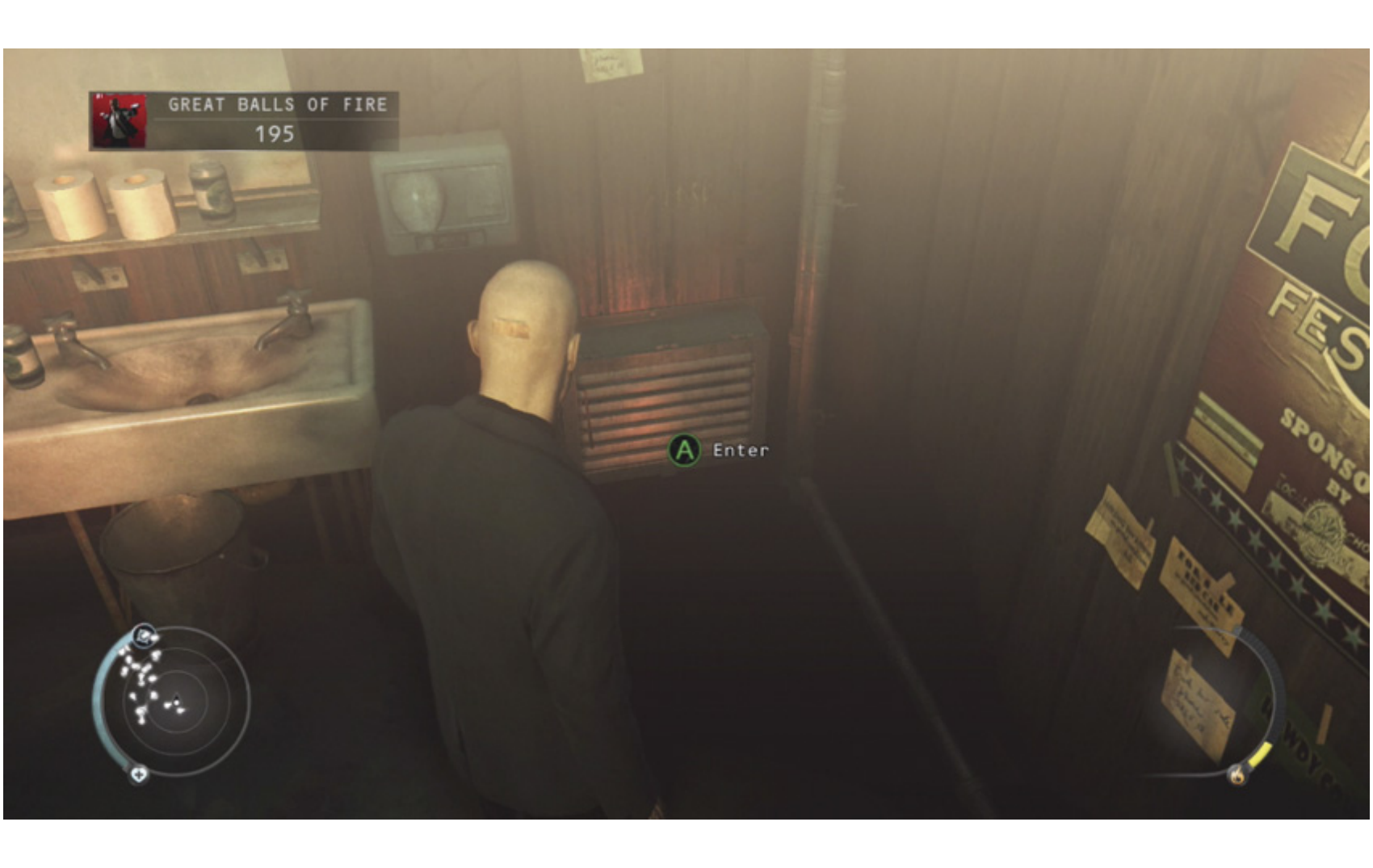
Weapons & Equipment

Hope Bouncer

The bouncers employed at The Great Balls of Fire wear this outfit. While wearing it, you can get past everyone in the bar except other bouncers. Try to hide in crowds or use Instinct to get past other bouncers.

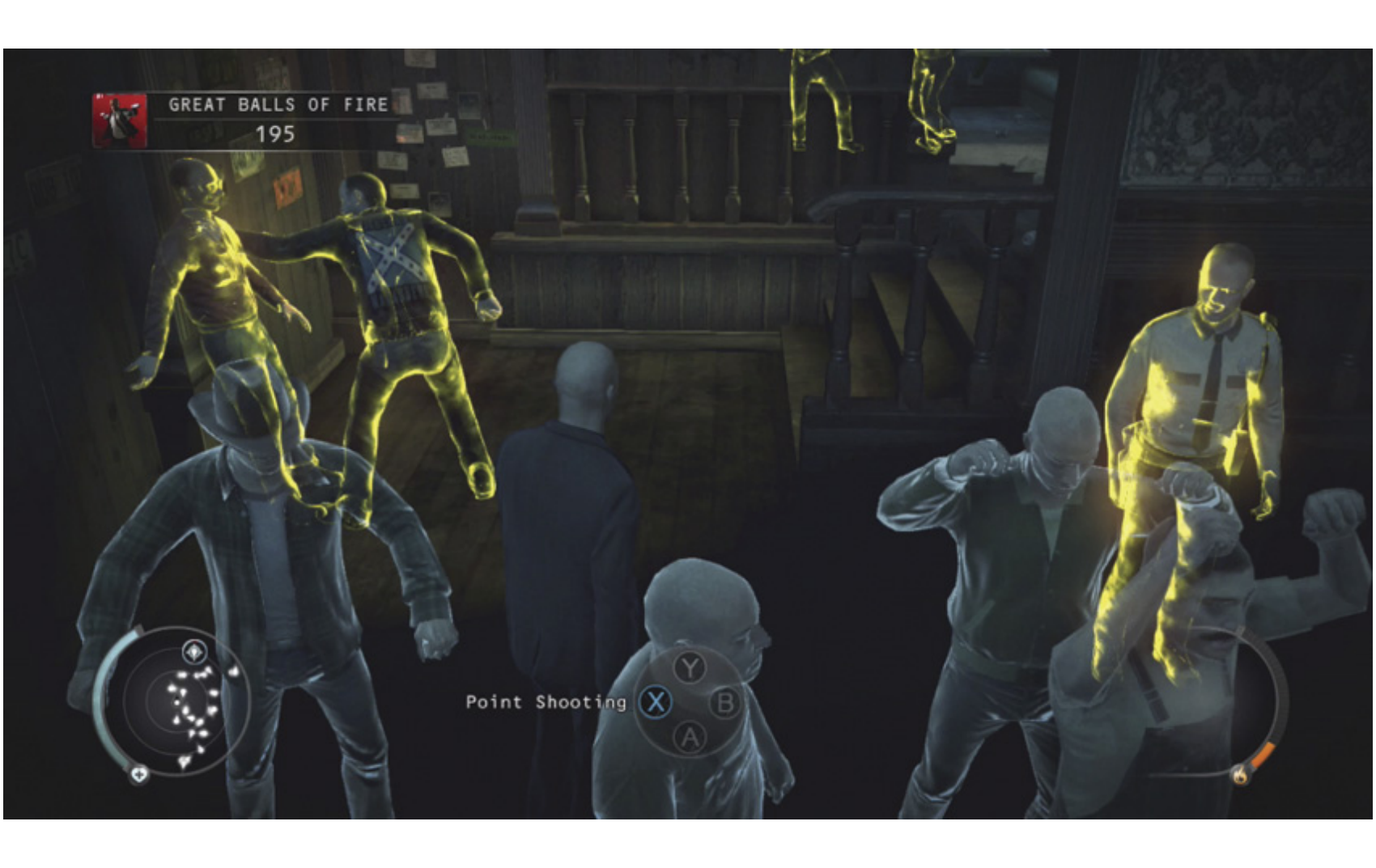
> **Tip**
>
> If you want to get a bouncer disguise without starting a fight, carry a bottle into the restroom. Wait for the police officer to leave, and then throw your bottle into the corner to the left of the sink. This lures a bouncer into the room. Sneak up behind him and subdue him so that you can get his outfit.

Fighting your way through the bar is not that difficult, but it is tougher to get through without being touched or getting into a fight. You can also wear your suit to get the Suit Only challenge at the same time. Walk into the restroom and pull on the power switch next to the swinging doors. This shuts off the power to the jukebox out in the front room. One of the bikers thinks it was a man by the jukebox who shut it off and before you know it, the whole bar is brawling. If you try to leave the restroom, you will get into a fight right outside the door. Instead, locate an air vent next to the sink. Climb through it to get into the ventilation shaft that takes you to the office. Pick up the evidence and other goods in the office, and then exit through the door.



Use the ventilation shaft to get into the office without the keycard.

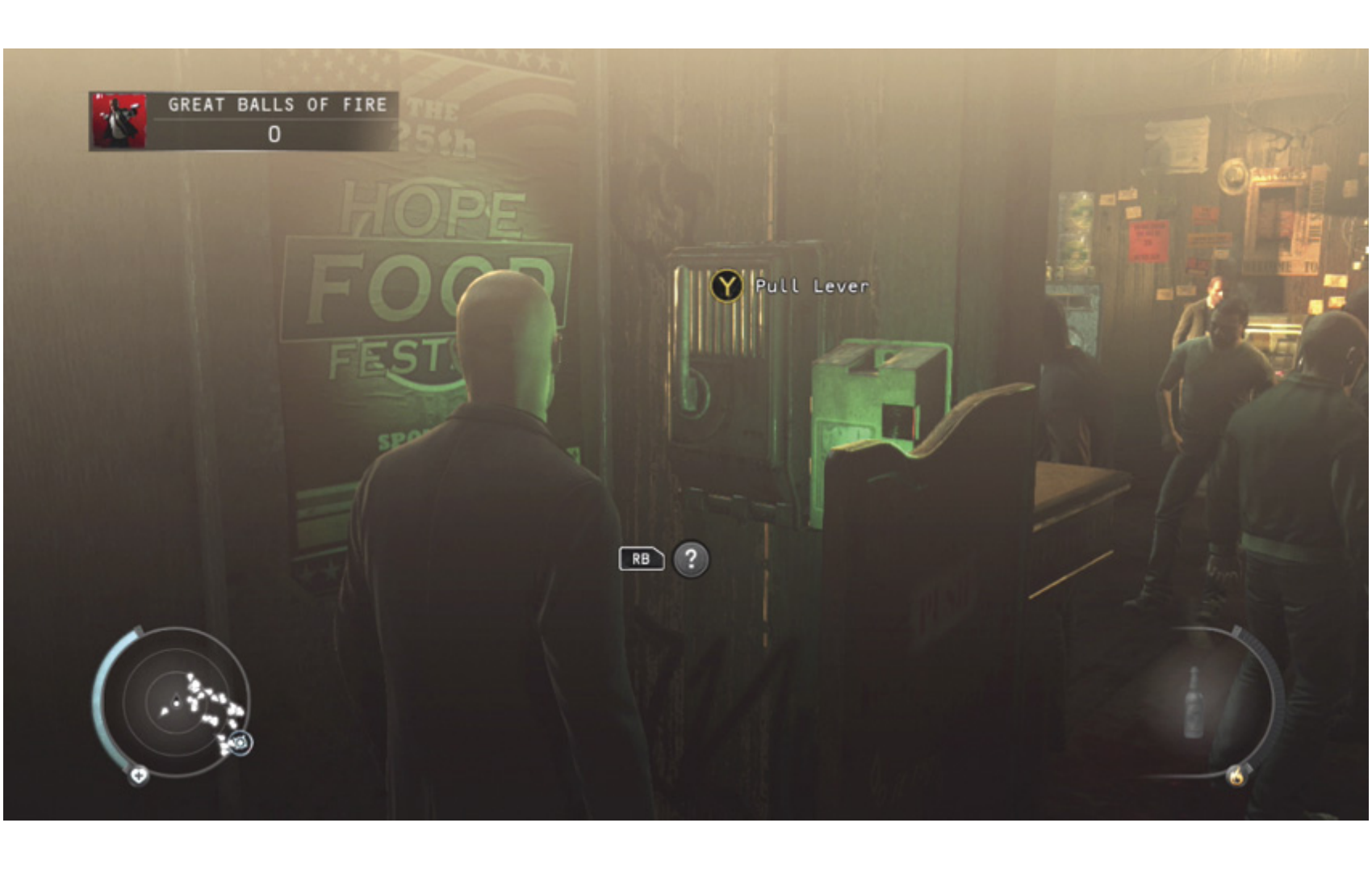
When you exit the office, use Instinct to look around. The people highlighted in yellow are the fighters. Maneuver as far away from these people as possible, staying on the right side of the bar to avoid getting into a fight. As you get to the bouncer at the end of the bar, hug the wall along the right side so that he does not engage you in a fight. Once past him, continue on to reach the bartender.



Use Instinct to help you avoid being pulled into a fight.

CHALLENGE

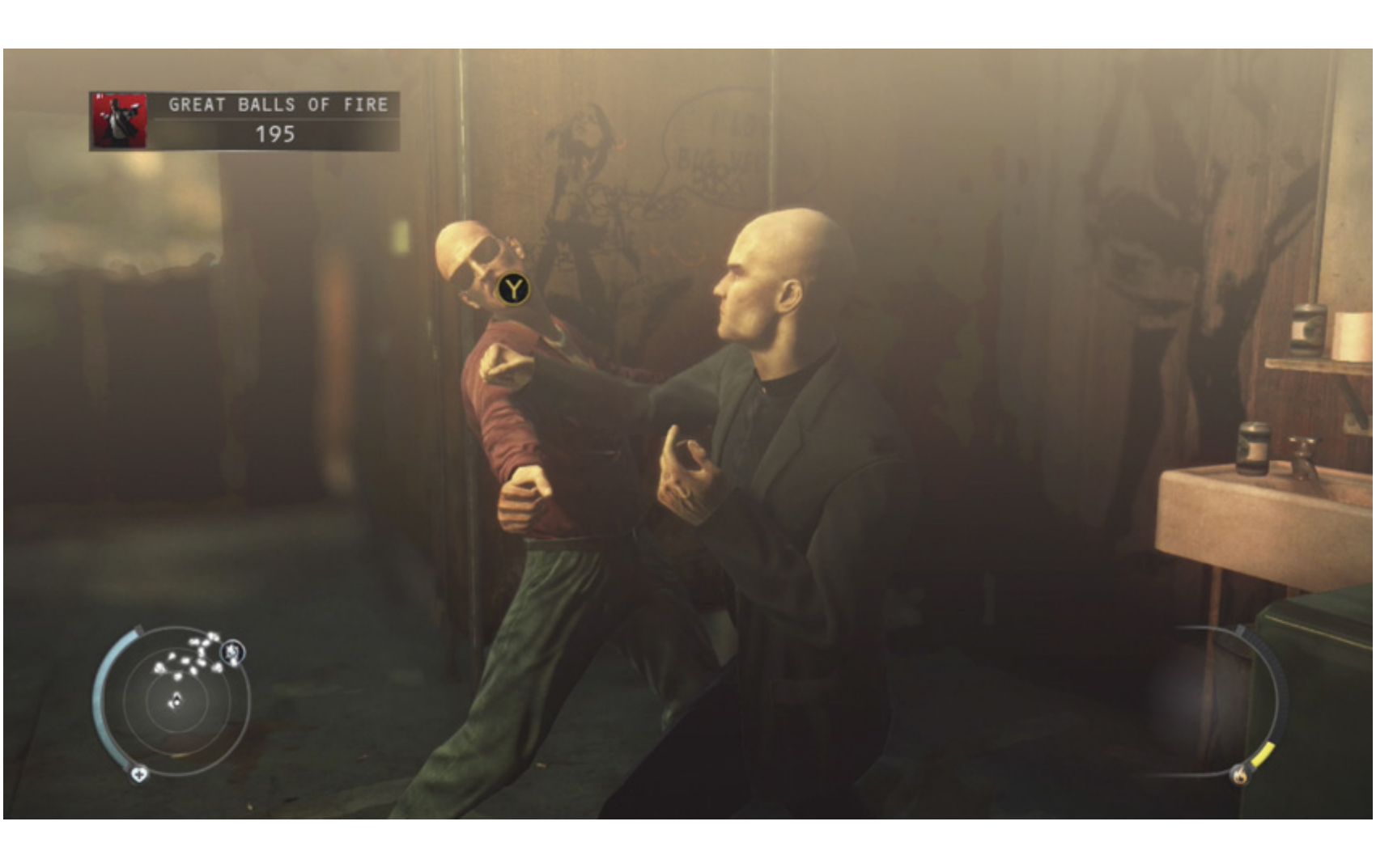
Clear the Air



To complete this challenge, turn off the jukebox and avoid getting into a fight during this mission.

CHALLENGE

Duck and Cover



During the bar fight, you need to avoid taking a single hit in order to earn this challenge. The best way to do this is avoid getting into any fights at all. Otherwise, be sure to press all of the correct keys with the right timing so that no one gets a hit on you.

> **Tip**
>
> During a fight, you can wander around looking for items to add to your collection. The bouncers and police carry pistols. If you want to get the submachine gun, use a bottle to knock out the man near the jukebox. When he goes down, a bar-wide fight begins, allowing you to pick up the submachine gun he drops and quickly hide it in your clothes.

CHALLENGE

Mastery: Great Balls of Fire

Complete all of the other challenges to earn this final challenge.

Achievements

The Bartender Always Knows: Approach the bartender to earn this award.

Campaign

Birdie's Gift

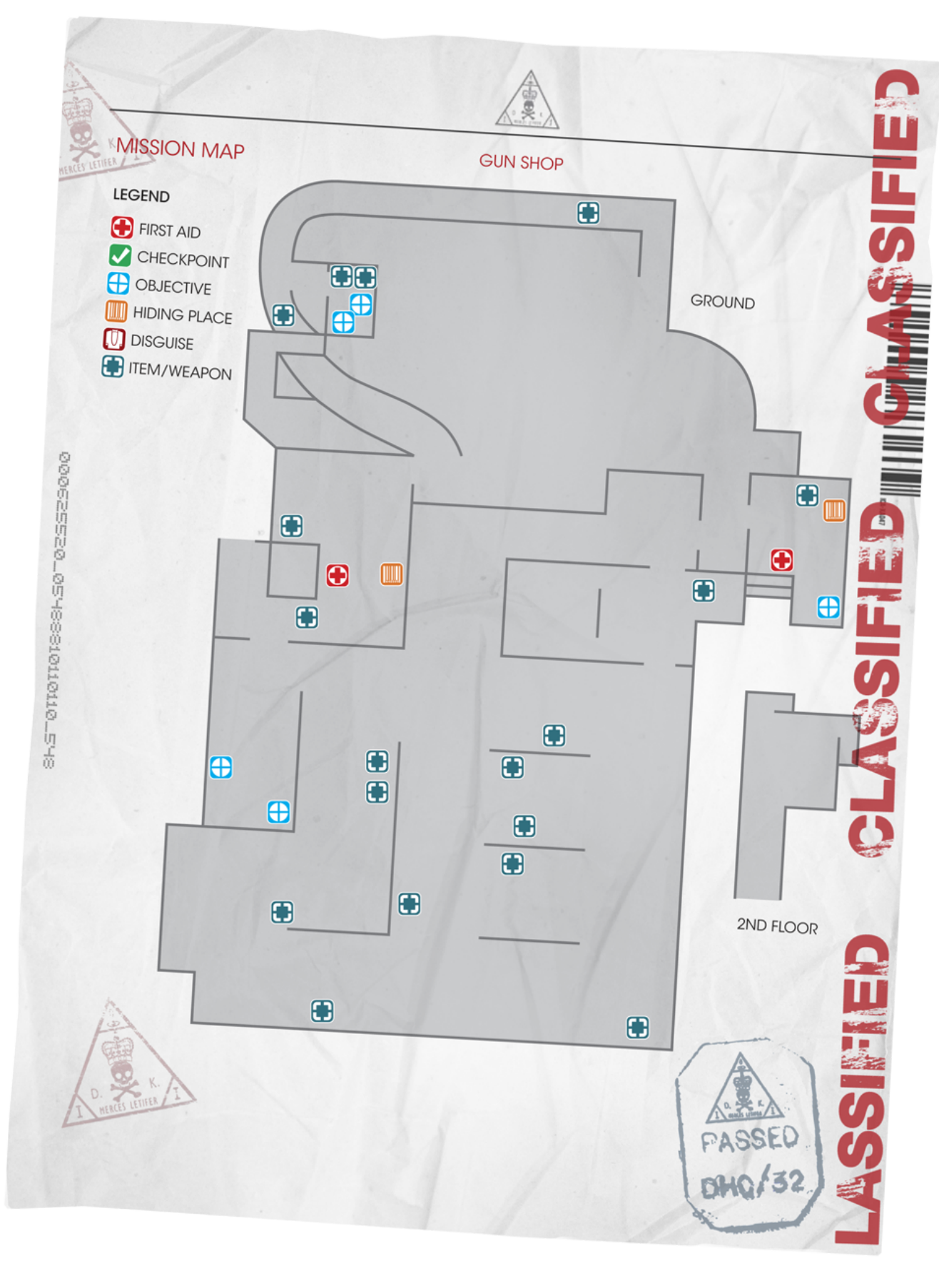
Briefing

Birdie. He took my Silverballers as payment for his services. Now, he is giving them back. For some reason, he is reaching out. Can I trust him? Or has his allegiance shifted toward more lucrative business partners? No matter. Before I go after Lenny, I will reclaim my weapons. I have been adrift for too long.

Initial Equipment

- AS .44 Auto
- Fiberwire

WE HAVE A MUTUAL PROBLEM
YOURS FOR $$$
HAVE YOU SEEN THIS MAN?



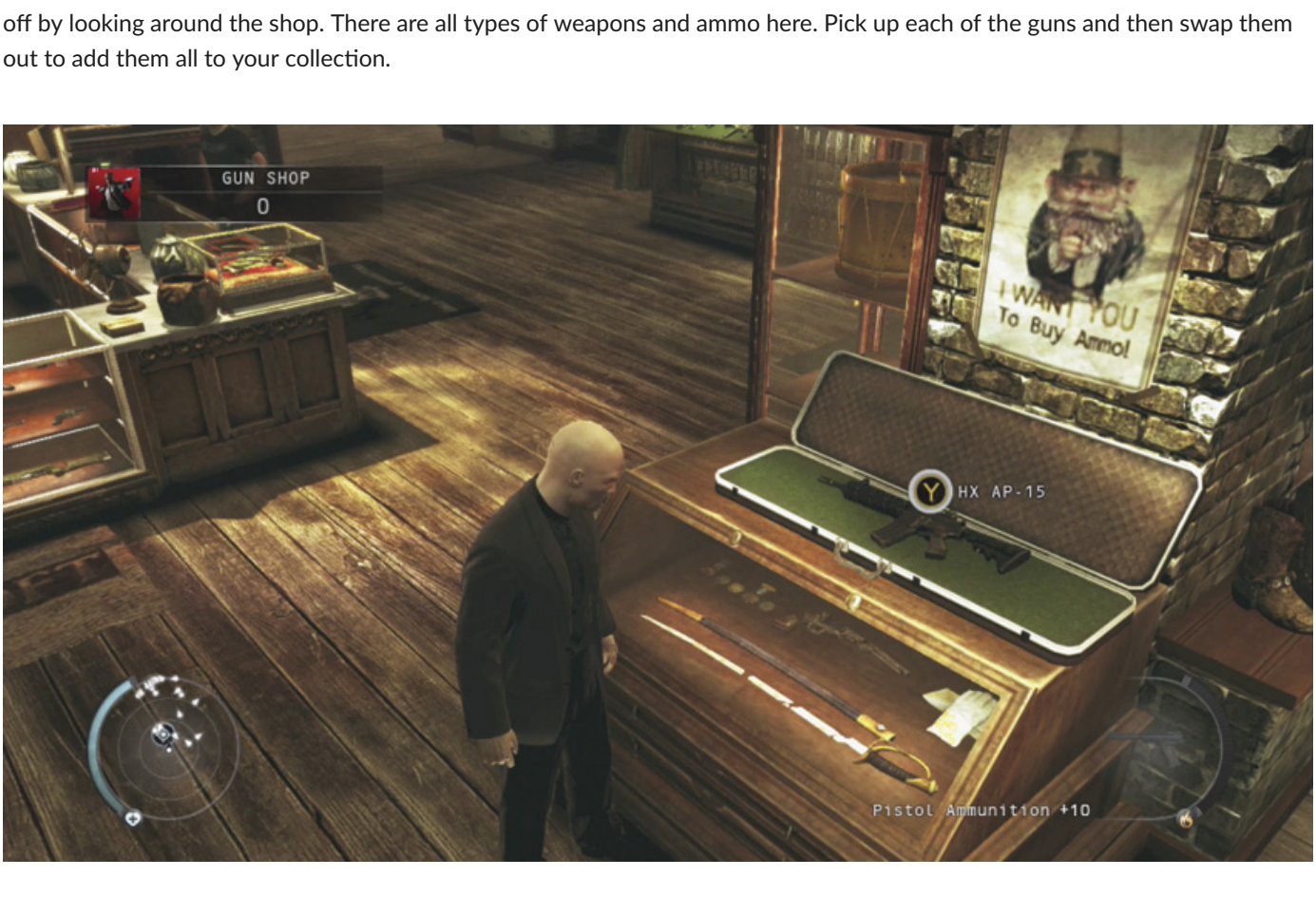
Gun Shop

Welcome to
McGARMONDS's
GUNS & FIREARMS
HOPE

Your Silverballers. They are on display in clear view inside the store. Not easy to get. The display is locked and the customers are armed and probably friendly with the owner. Part of you wants to just break the glass and claim them. But the last thing you need is more attention.

Get the Silverballers!

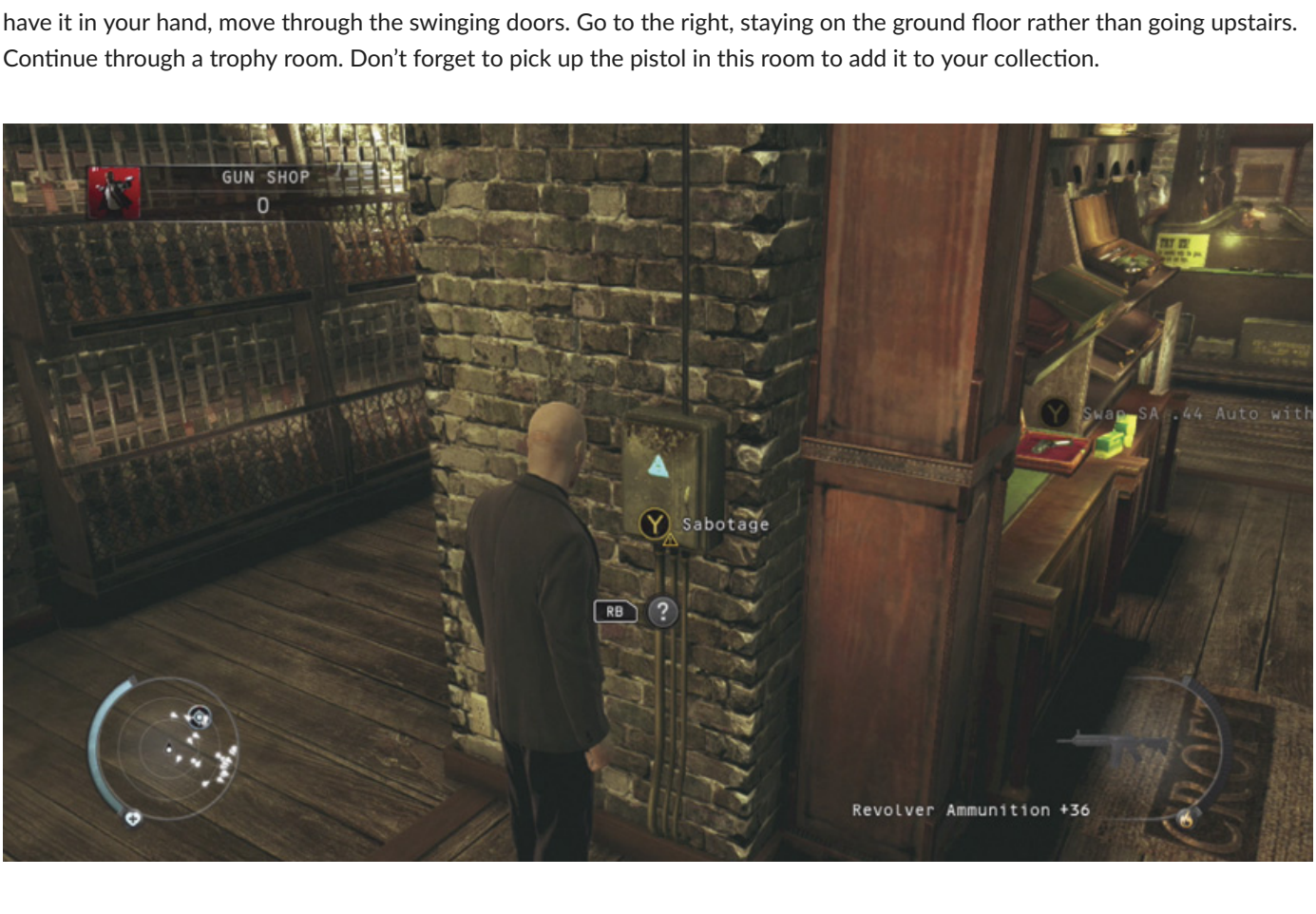
You have arrived at McGarmond's gun store. This is a family business with a wide range of firearms on display. The store grounds include an outdoor shooting range. As you enter the shop, you see your Silverballers in a case on the front counter. The case is locked, so you can't just open it and take them. There are two ways to retrieve your signature pistols. The first is to get a key to unlock the case, and the second is to enter the shooting contest and win. Finding the key is actually easier. Start off by looking around the shop. There are all types of weapons and ammo here. Pick up each of the guns and then swap them out to add them all to your collection.



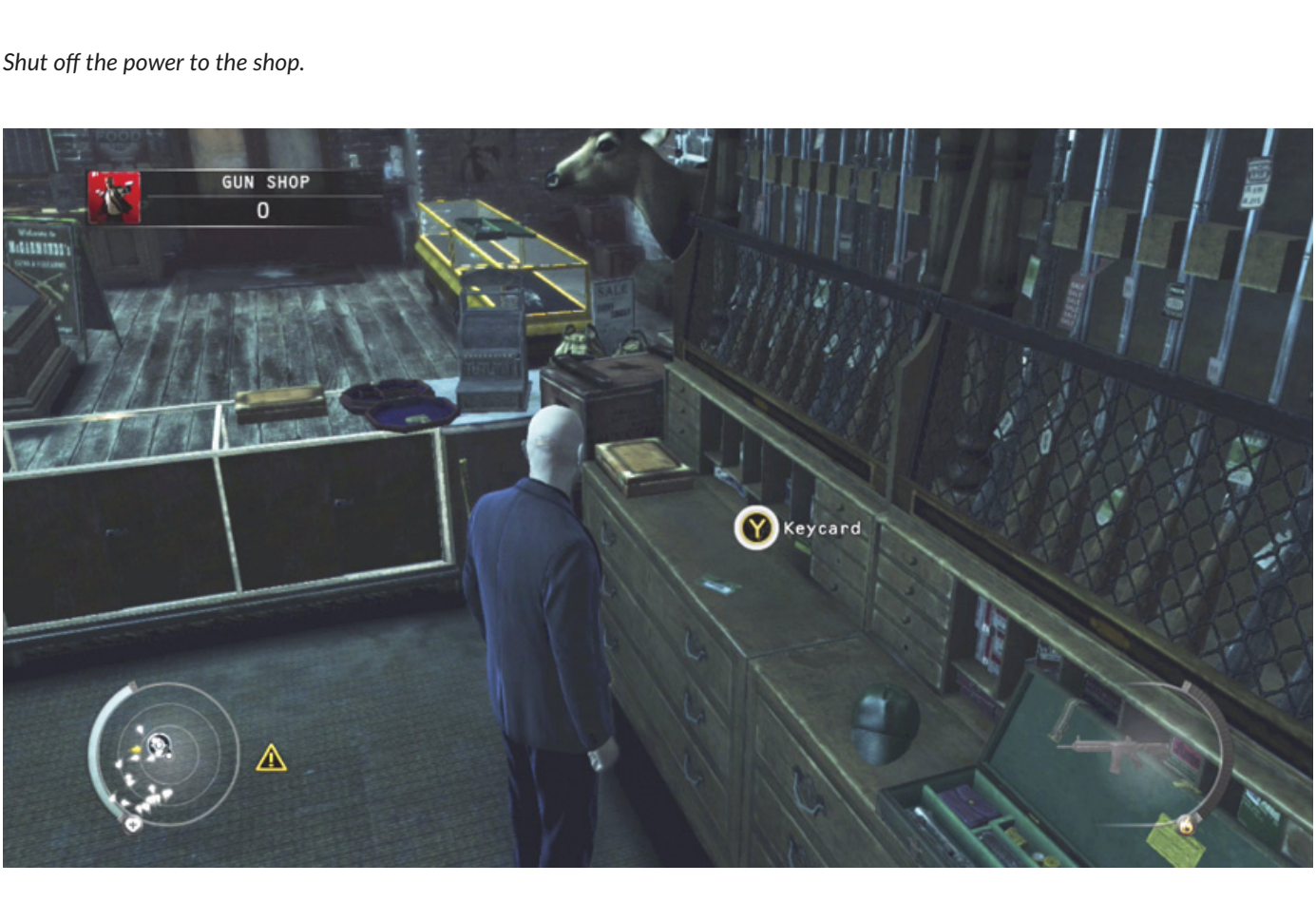
Scout out the shop and pick up weapons to add to your collection.

Stealing Back the Silverballers

Look for an electrical box near the back of the shop, to the right of the entrance. Ensure that no one is looking, and then sabotage the box to shut off the power to the shop. The shop manager leaves his post behind the counter to turn the power back on. This gives you a clear opportunity to slip behind the counter and pick up the keycard on the back counter. Once you have it in your hand, move through the swinging doors. Go to the right, staying on the ground floor rather than going upstairs. Continue through a trophy room. Don't forget to pick up the pistol in this room to add it to your collection.

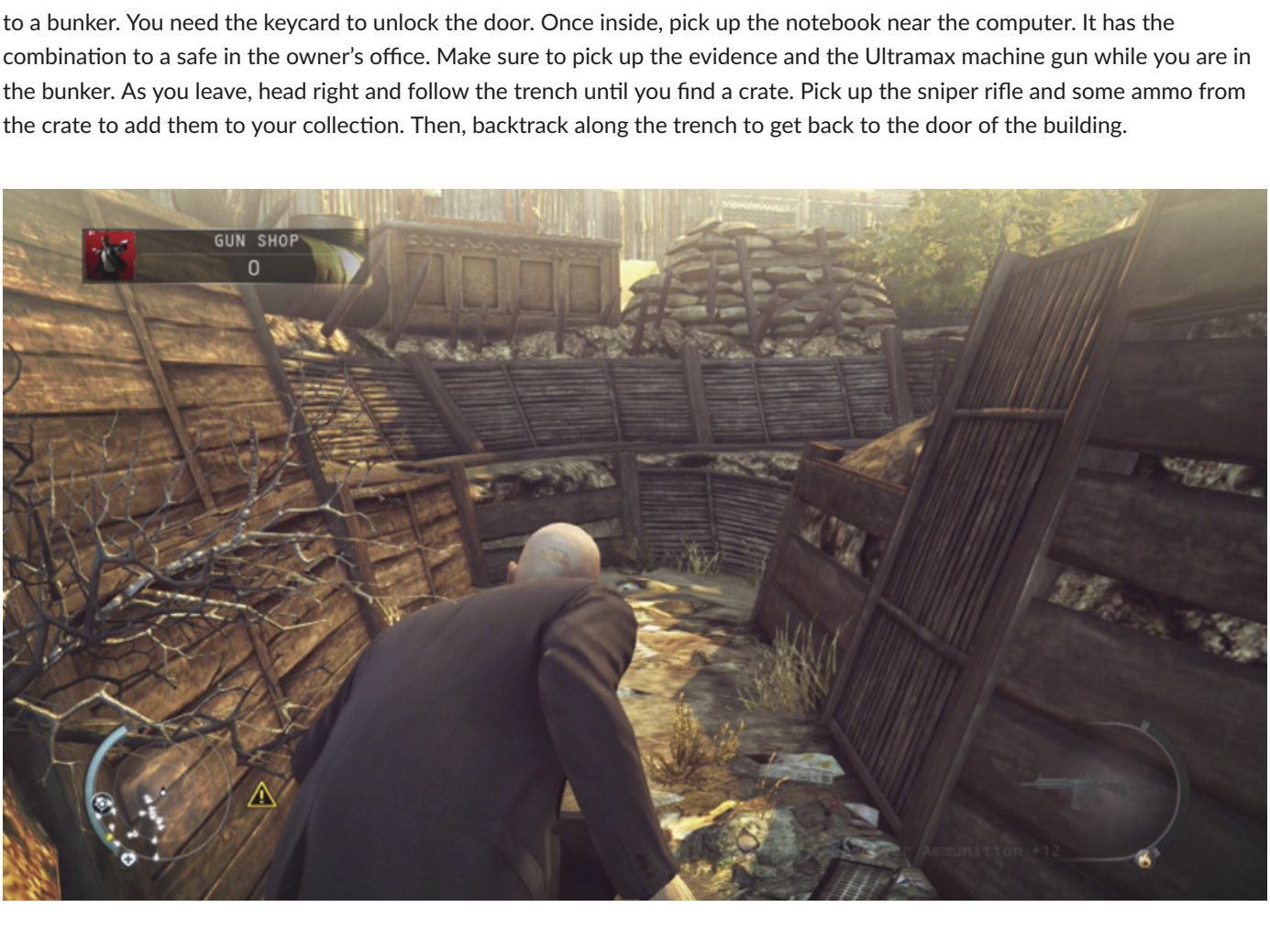


Shut off the power to the shop.

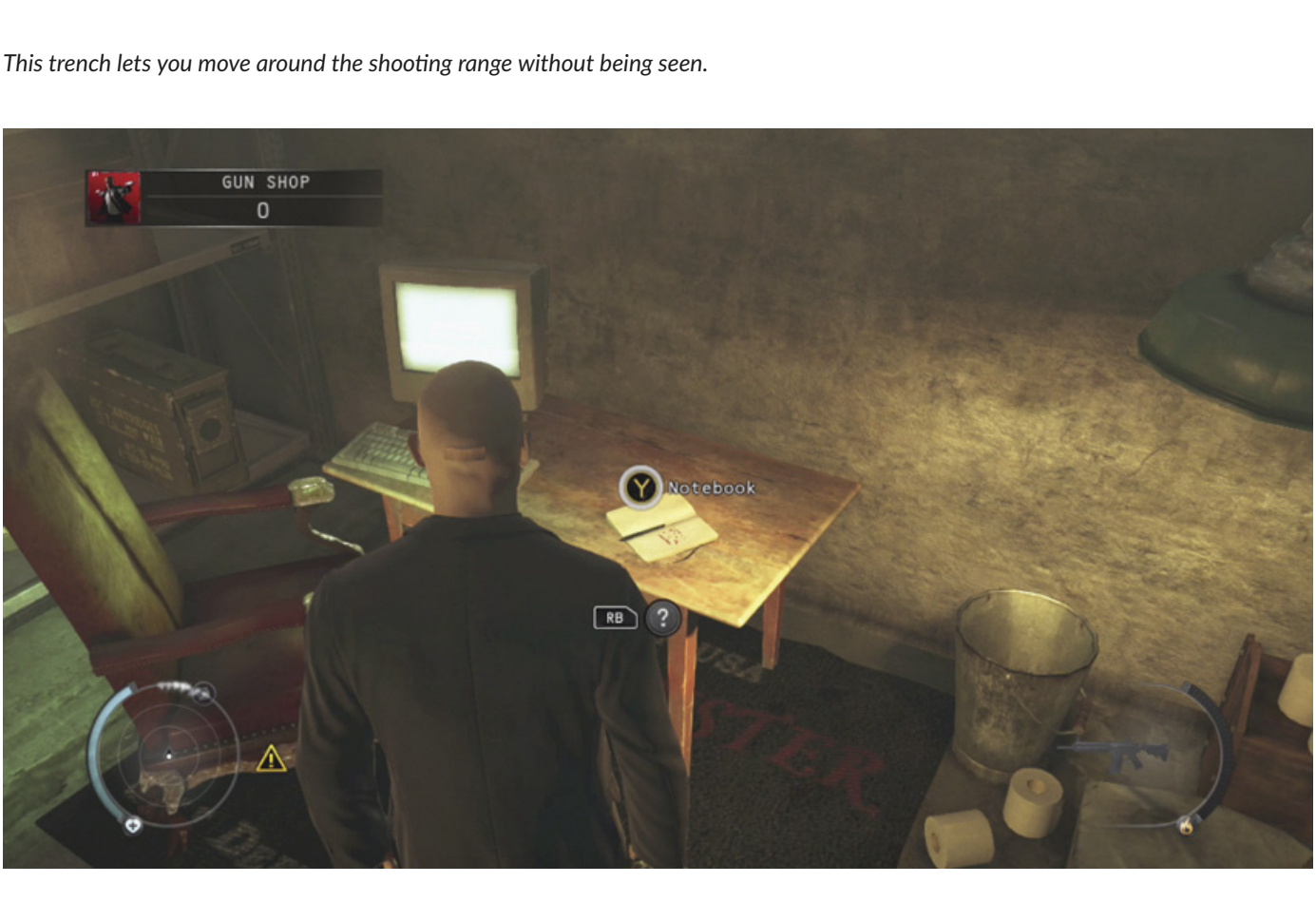


Get the keycard from the back counter.

Exit the trophy room through a side door and quickly enter the trench on the left side of the shooting range. Follow the trench to a bunker. You need the keycard to unlock the door. Once inside, pick up the notebook near the computer. It has the combination to a safe in the owner's office. Make sure to pick up the evidence and the Ultramax machine gun while you are in the bunker. As you leave, head right and follow the trench until you find a crate. Pick up the sniper rifle and some ammo from the crate to add them to your collection. Then, backtrack along the trench to get back to the door of the building.

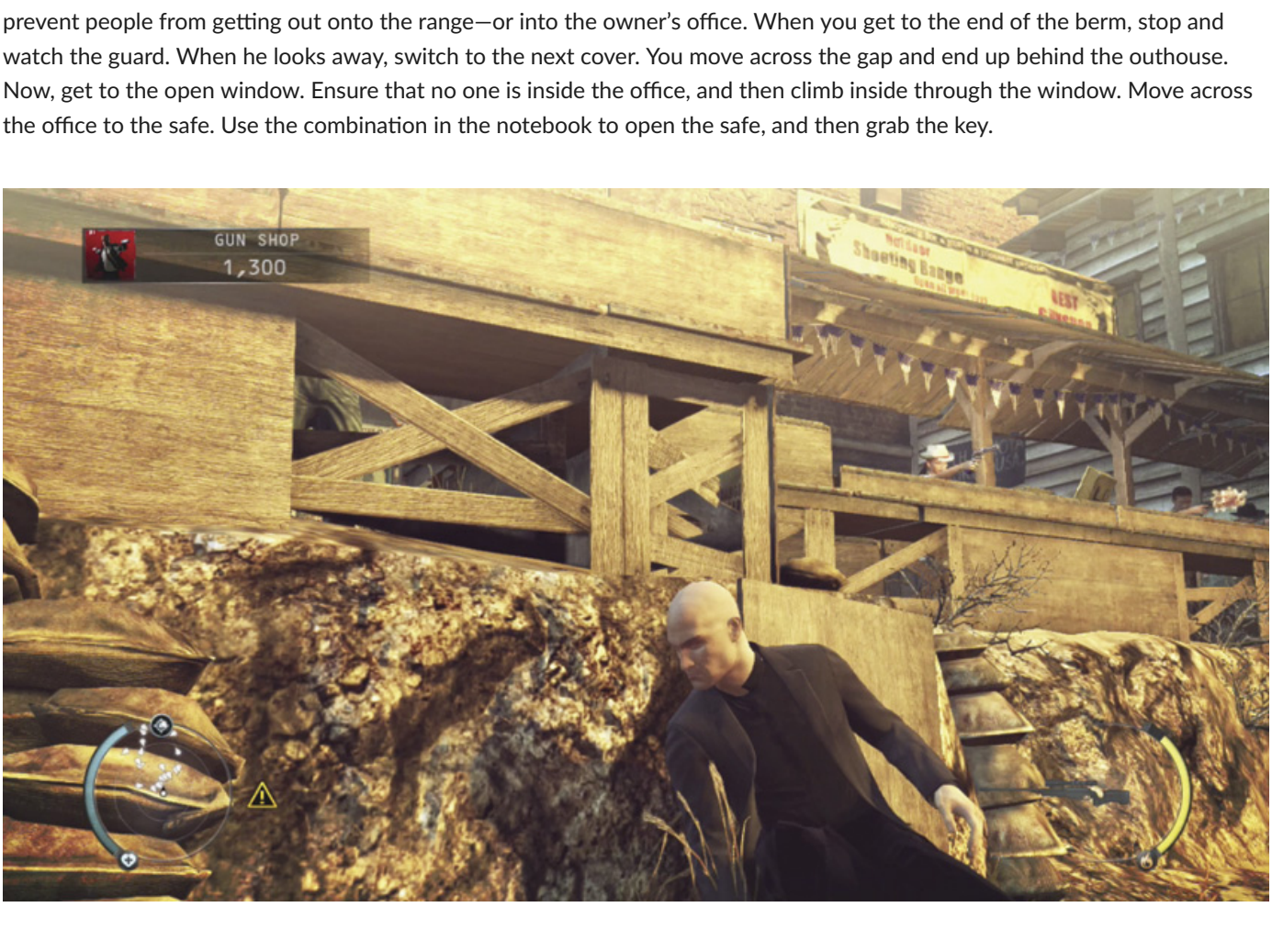


This trench lets you move around the shooting range without being seen.

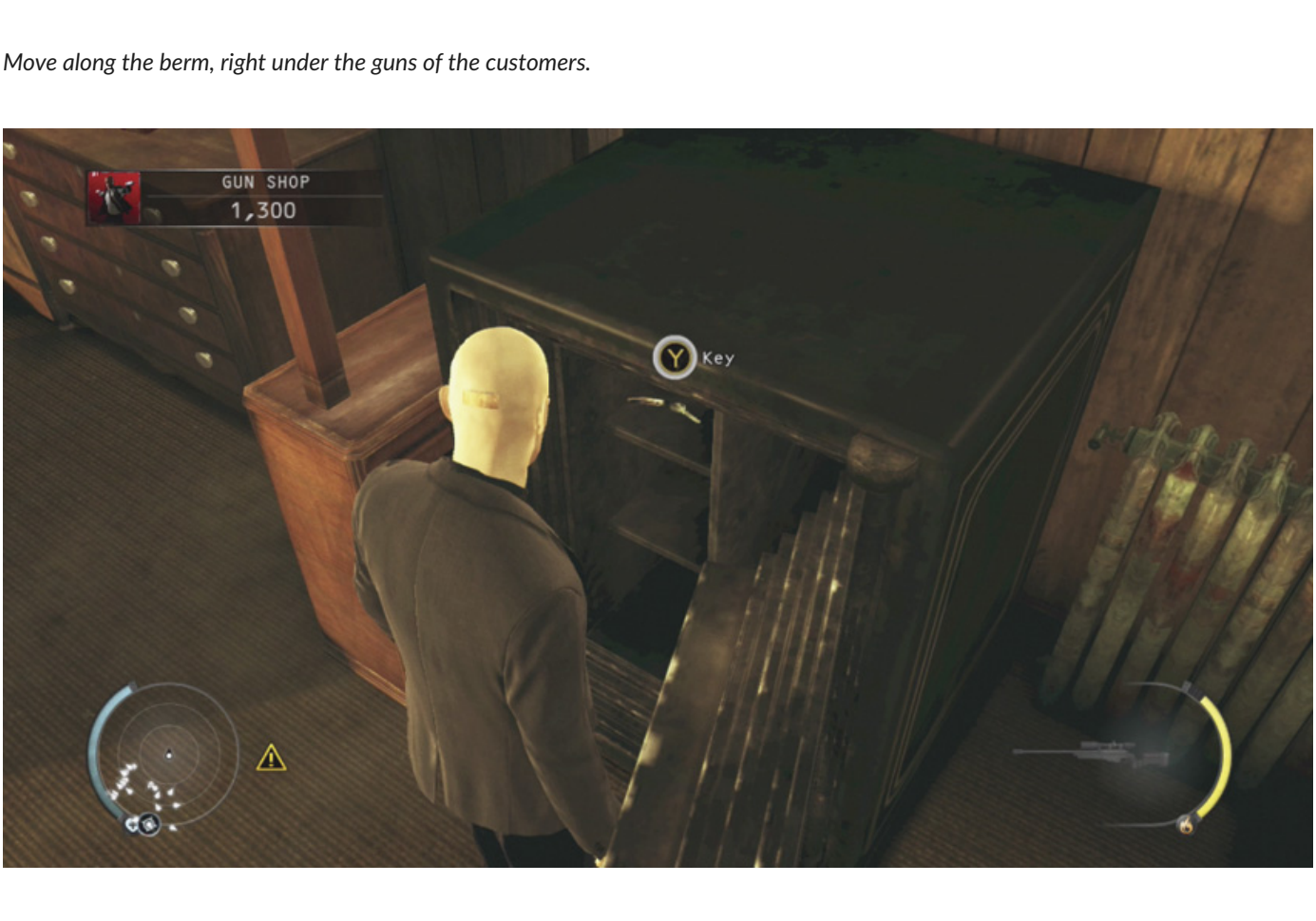


The notebook and other goodies are inside the bunker.

Instead of going through the door and into the trophy room, move next to the berm below where customers are firing their weapons. Stay low and take cover along the berm. Move to the left toward an outhouse. There is a guard near the outhouse to prevent people from getting out onto the range—or into the owner's office. When you get to the end of the berm, stop and watch the guard. When he looks away, switch to the next cover. You move across the gap and end up behind the outhouse. Now, get to the open window. Ensure that no one is inside the office, and then climb inside through the window. Move across the office to the safe. Use the combination in the notebook to open the safe, and then grab the key.

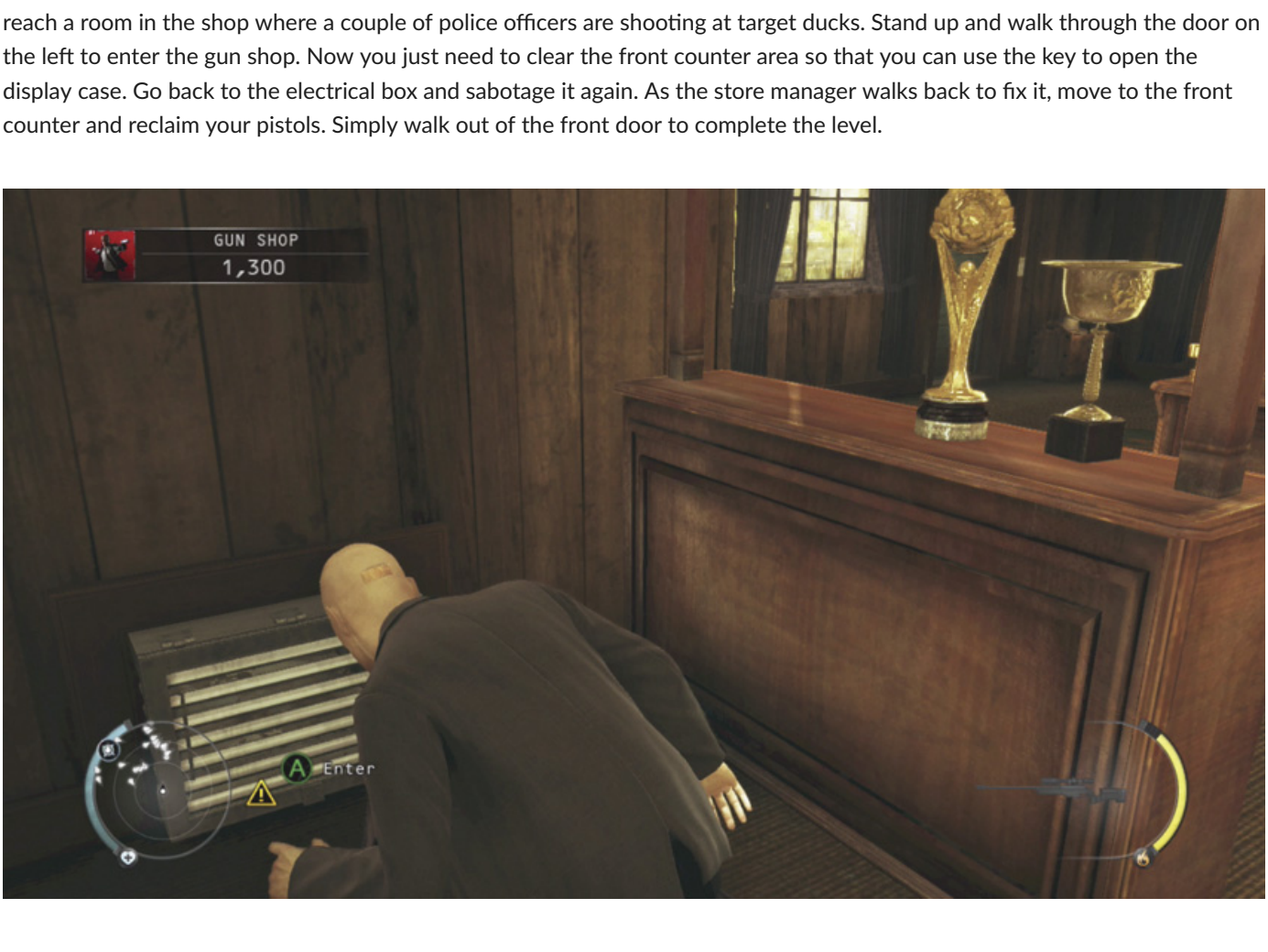


Move along the berm, right under the guns of the customers.

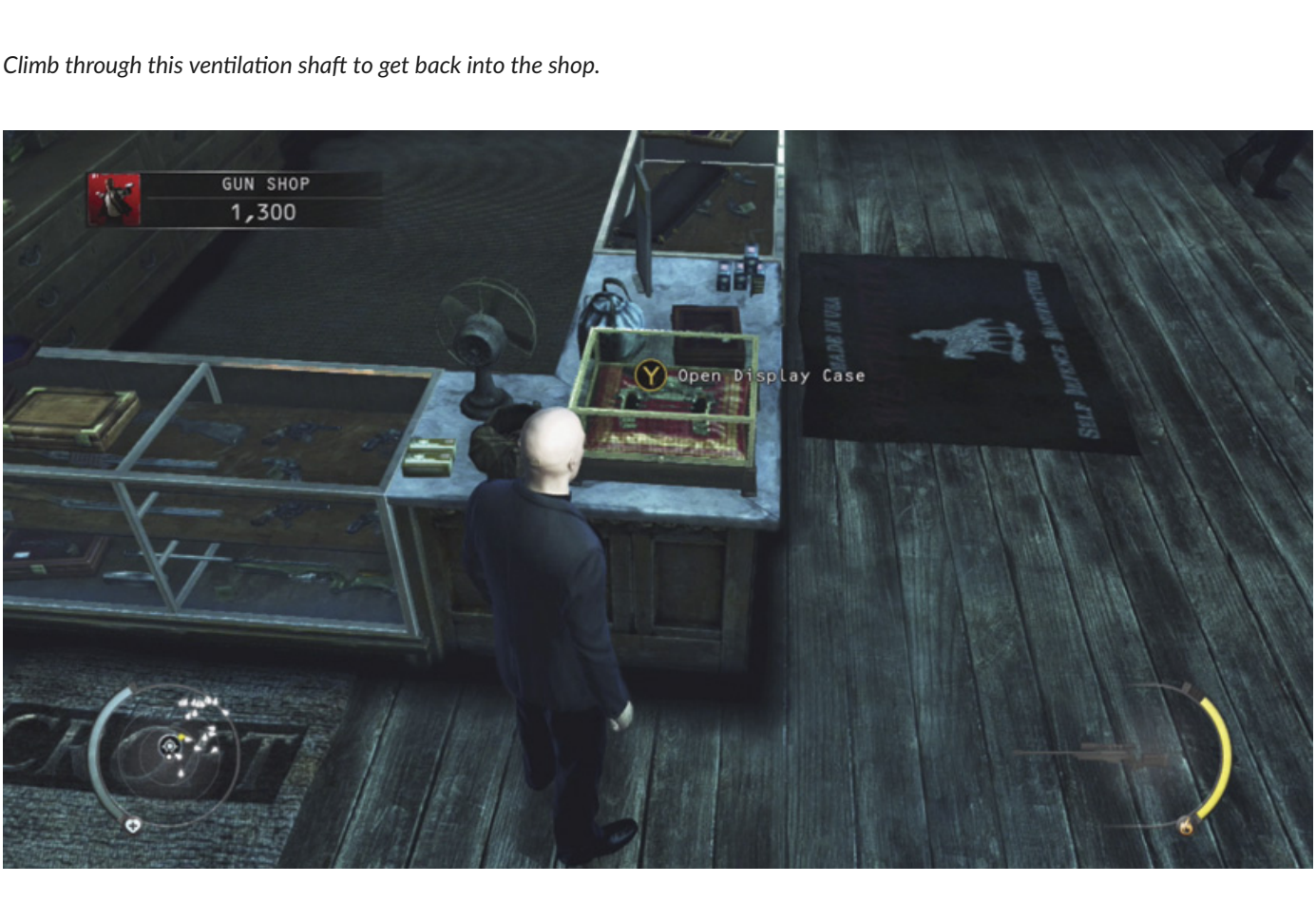


Open the safe to get the key to the display case.

To exit the office, turn around after getting the key and locate an air vent on the wall. Climb through the ventilation shaft to reach a room in the shop where a couple of police officers are shooting at target ducks. Stand up and walk through the door on the left to enter the gun shop. Now you just need to clear the front counter area so that you can use the key to open the display case. Go back to the electrical box and sabotage it again. As the store manager walks back to fix it, move to the front counter and reclaim your pistols. Simply walk out of the front door to complete the level.

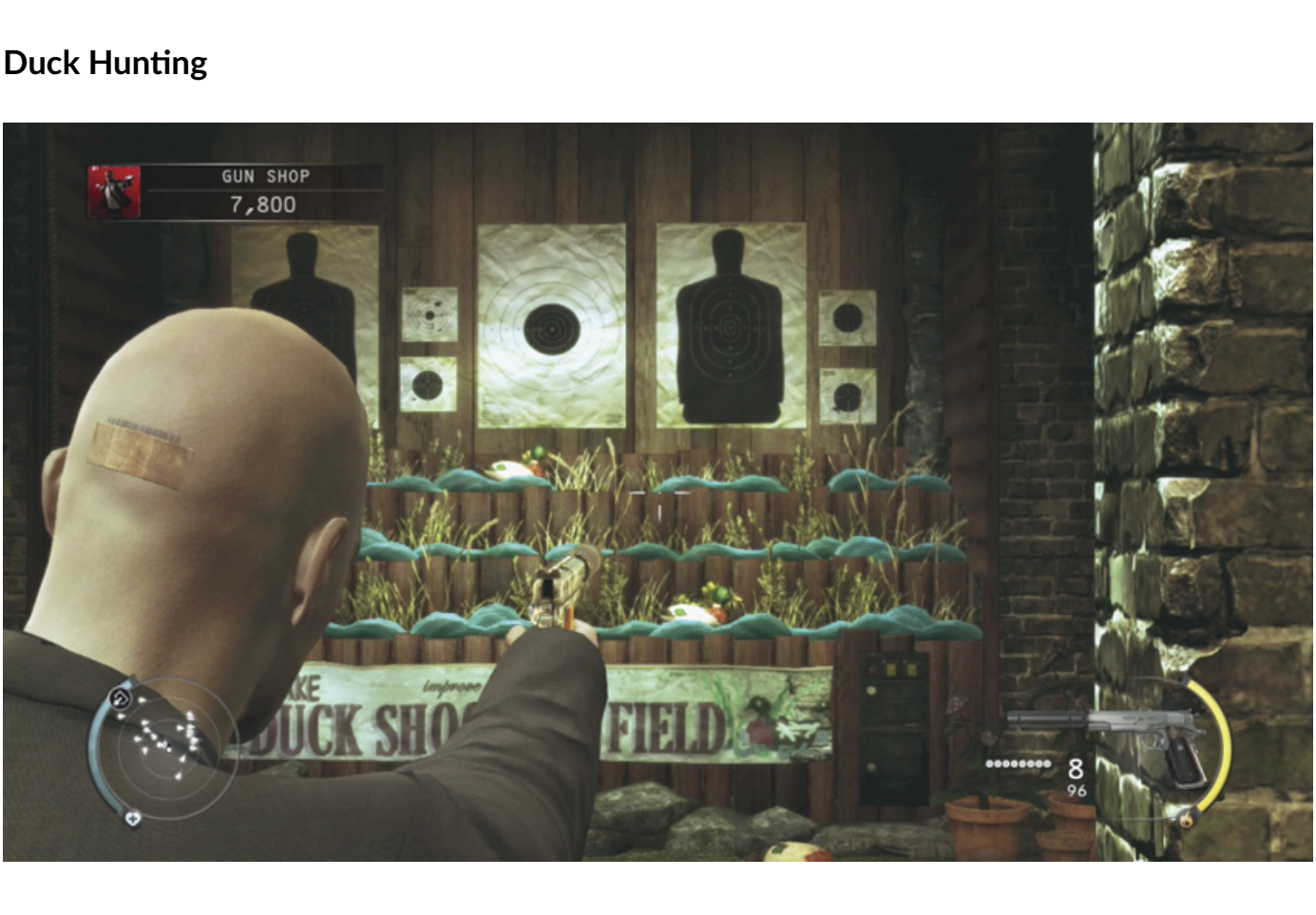


Climb through this ventilation shaft to get back into the shop.

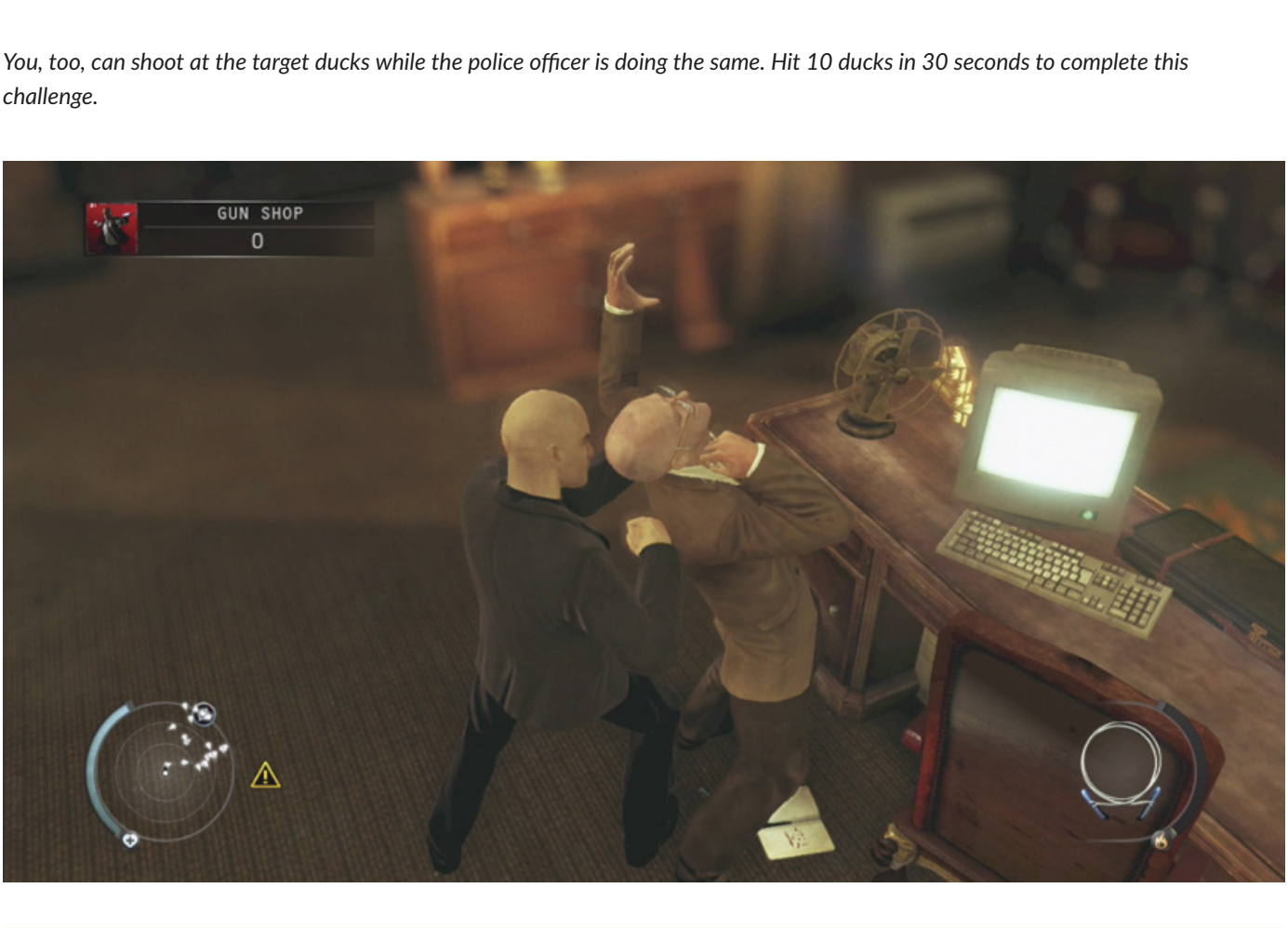


While the shop is dark, get your pistols.

Duck Hunting



You, too, can shoot at the target ducks while the police officer is doing the same. Hit 10 ducks in 30 seconds to complete this challenge.



Tip

Another method of getting the key without going to the bunker is to make your way to the owner's office through the ventilation shaft. Hide behind the short wall by the safe or in the cabinet and wait for the owner to come into his office. While he is standing by his desk, sneak up behind him and subdue him. Then, hide the body in the cabinet. The owner carries a notebook, so pick it up from the floor after subduing him. Use the combination in the notebook to open the safe and get the key.

Choosing Weapons

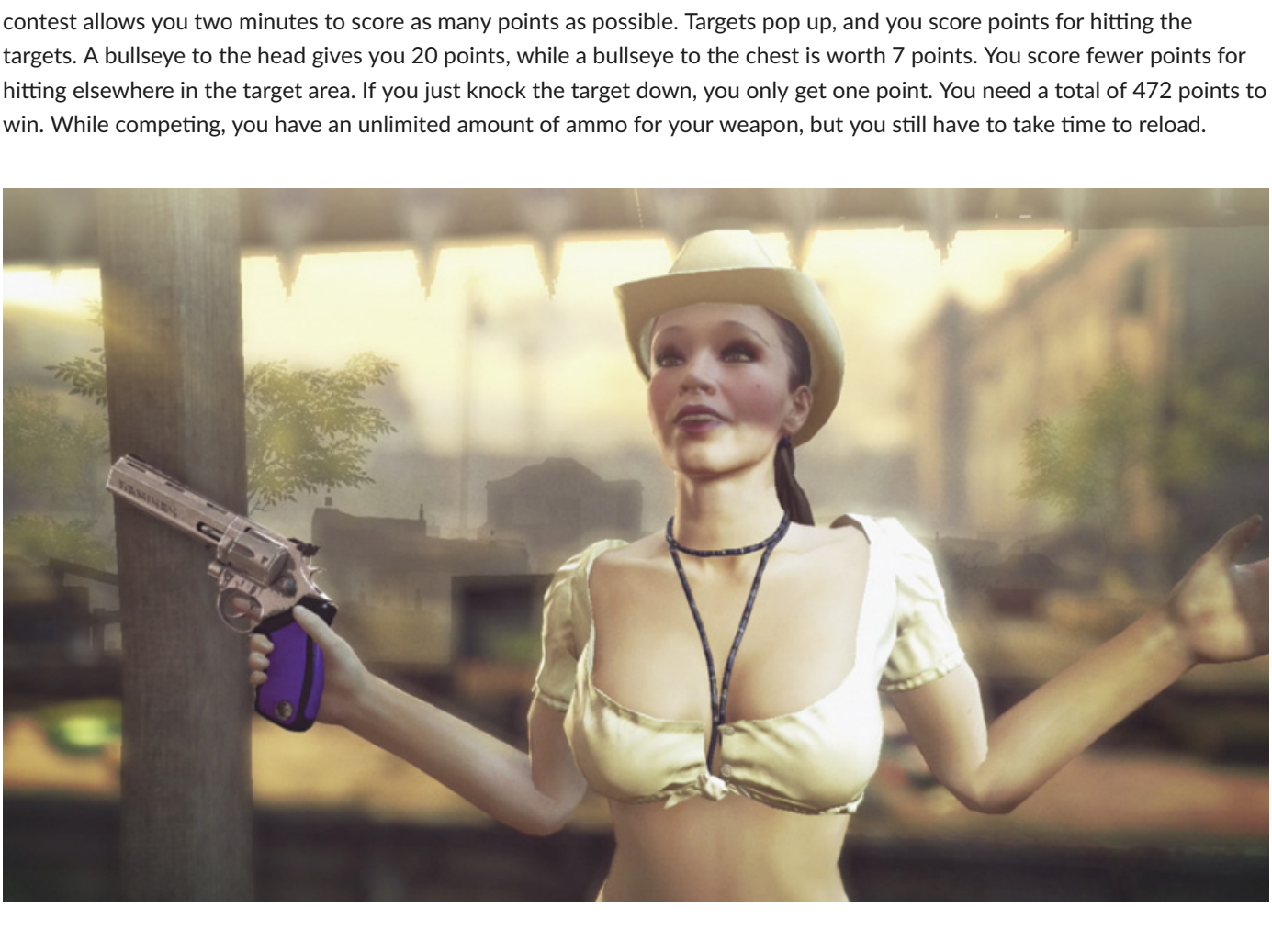
Retrieve the Silverballers and leave the shop in order to complete this challenge.

It Wouldn't Be Stealing

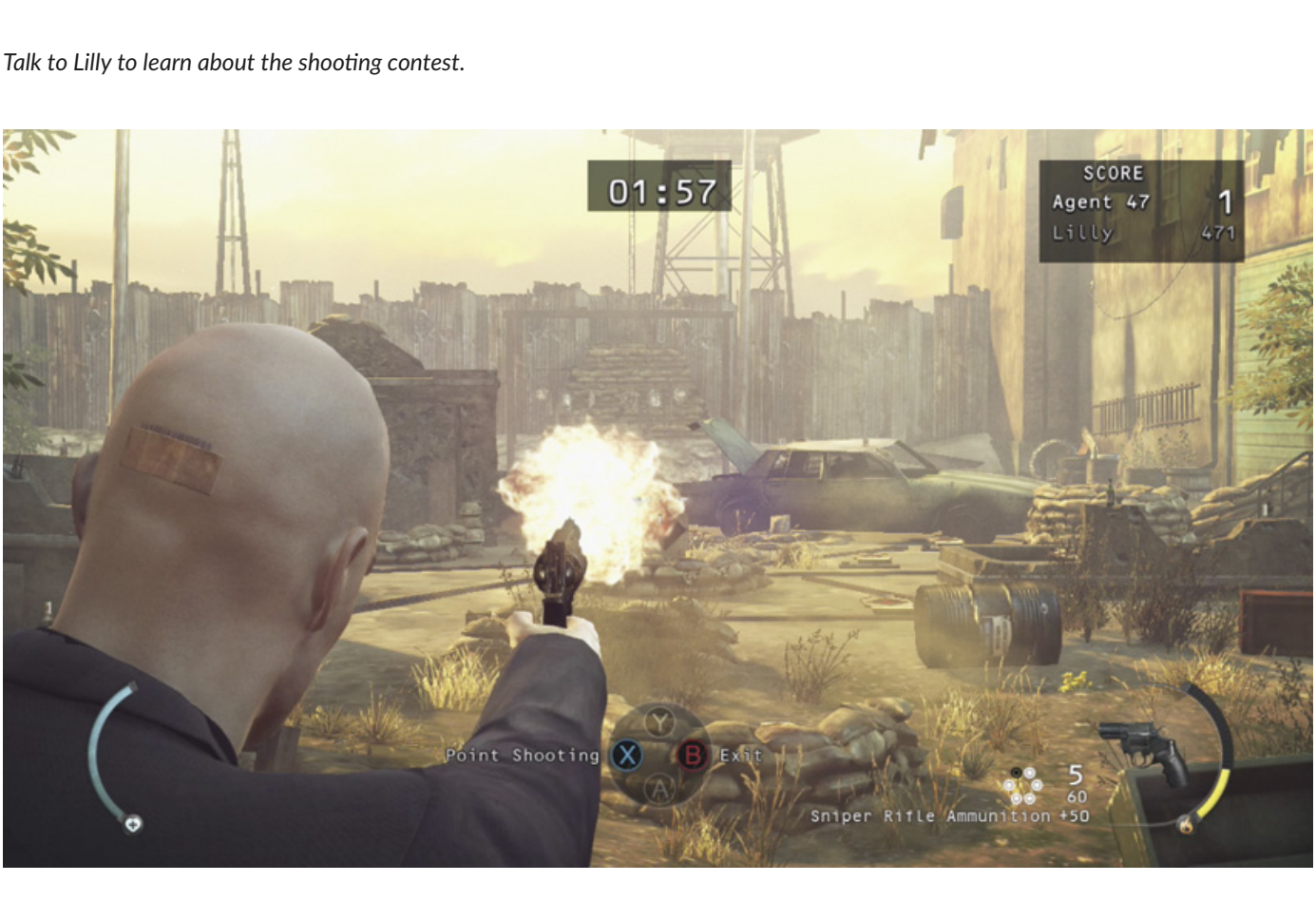
Get the Silverballers without entering the shooting contest or killing anyone to complete this challenge.

The Shooting Contest

The second way to get the Silverballers back is to win the shooting contest. The pistols are the prize. Walk through the back doorway of the shop to enter the shooting range. Walk up to the woman firing her pistol. Her name is Lilly, and she invites you to enter the contest. Since she has the highest score, you have to beat her. You can use any weapon you want. If you are not carrying one that you want to use, go back into the shop and pick up a rifle, submachine gun, or pistol of your choice. The contest allows you two minutes to score as many points as possible. Targets pop up, and you score points for hitting the targets. A bullseye to the head gives you 20 points, while a bullseye to the chest is worth 7 points. You score fewer points for hitting elsewhere in the target area. If you just knock the target down, you only get one point. You need a total of 472 points to win. While competing, you have an unlimited amount of ammo for your weapon, but you still have to take time to reload.



Talk to Lilly to learn about the shooting contest.



Take your time and aim at the heads of the targets in order to make every shot count and maximize your score.

Tip

If you have increased your Instinct by getting the evidence, try using point shooting to make headshots. Wait for several targets to pop up at once, and then activate point shooting to take them all down in quick succession.

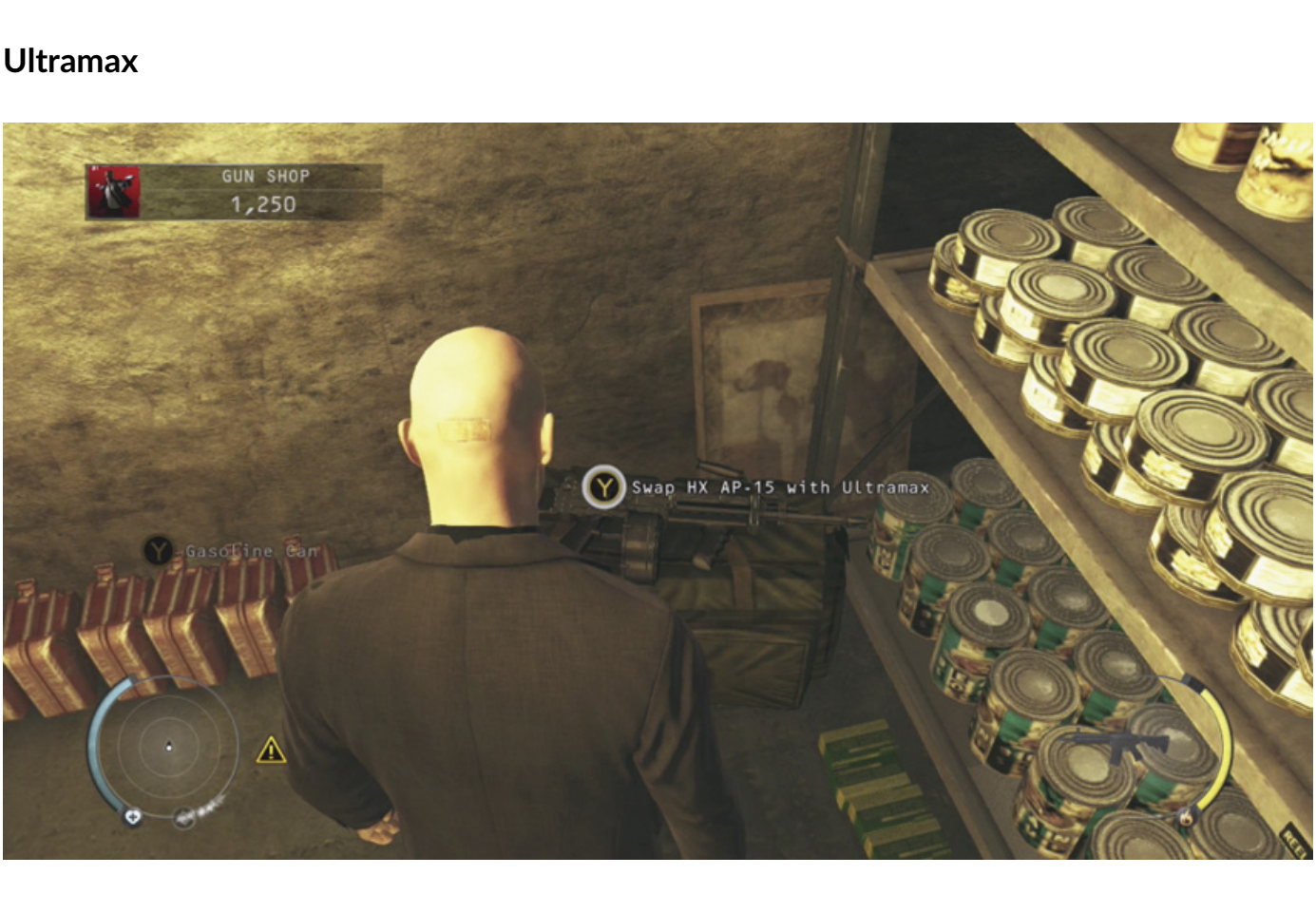
Depends on the Girl

Even if you don't win the shooting contest, you get this challenge just for trying.

Bullseye

Win the shooting contest to complete this challenge.

Ultramax



Use the Ultramax machine gun you can find in the bunker to complete the shooting contest in order to complete this challenge.

Assassin's Signature

Score 674 points in the shooting contest to earn this challenge.

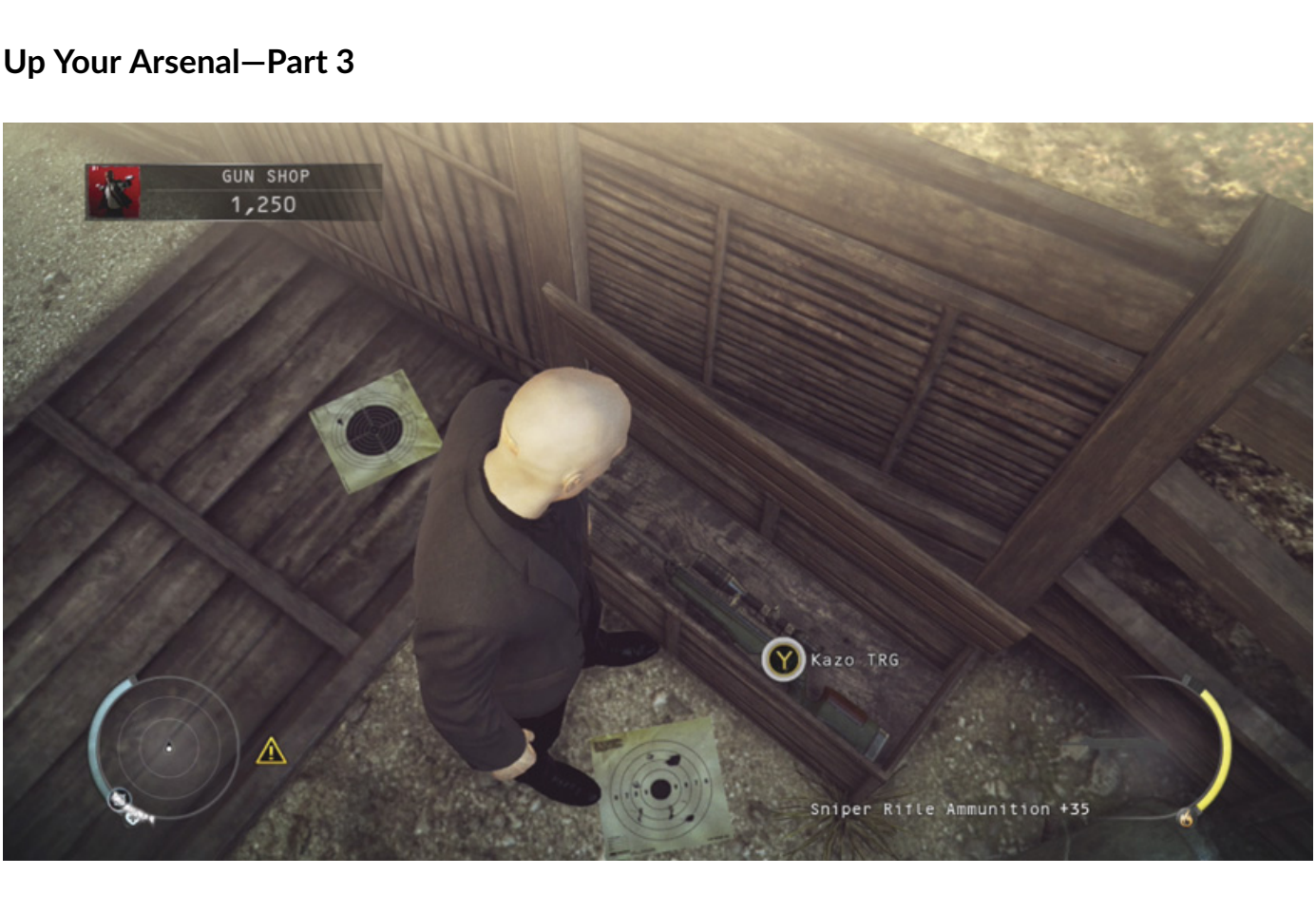
Up Your Arsenal—Part 1

In order to earn this challenge, you need to win the shooting contest once while using a handgun and once while using a submachine gun.

Up Your Arsenal—Part 2

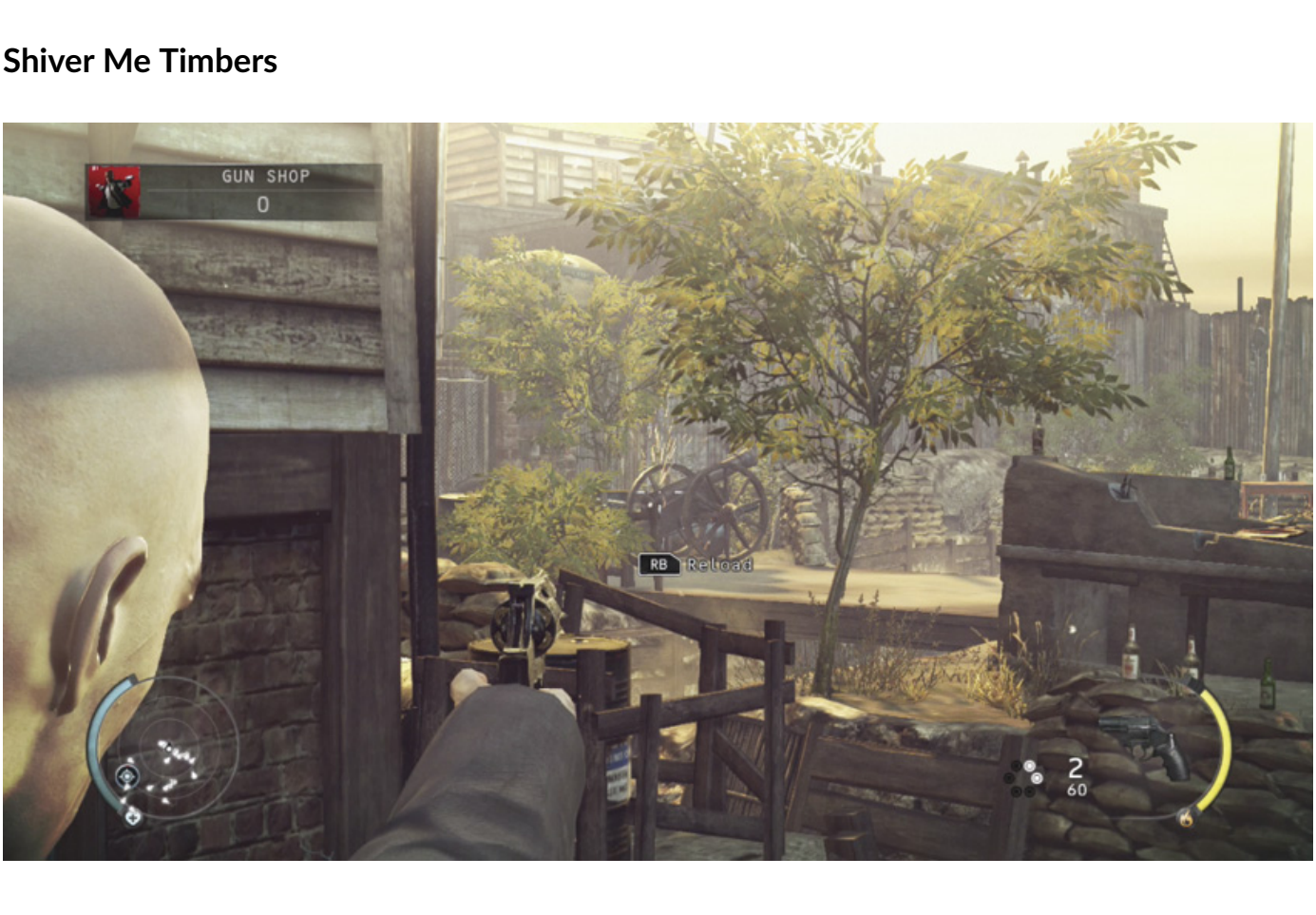
Complete this challenge by winning the shooting contest once while using a rifle and once while using a machine gun.

Up Your Arsenal—Part 3



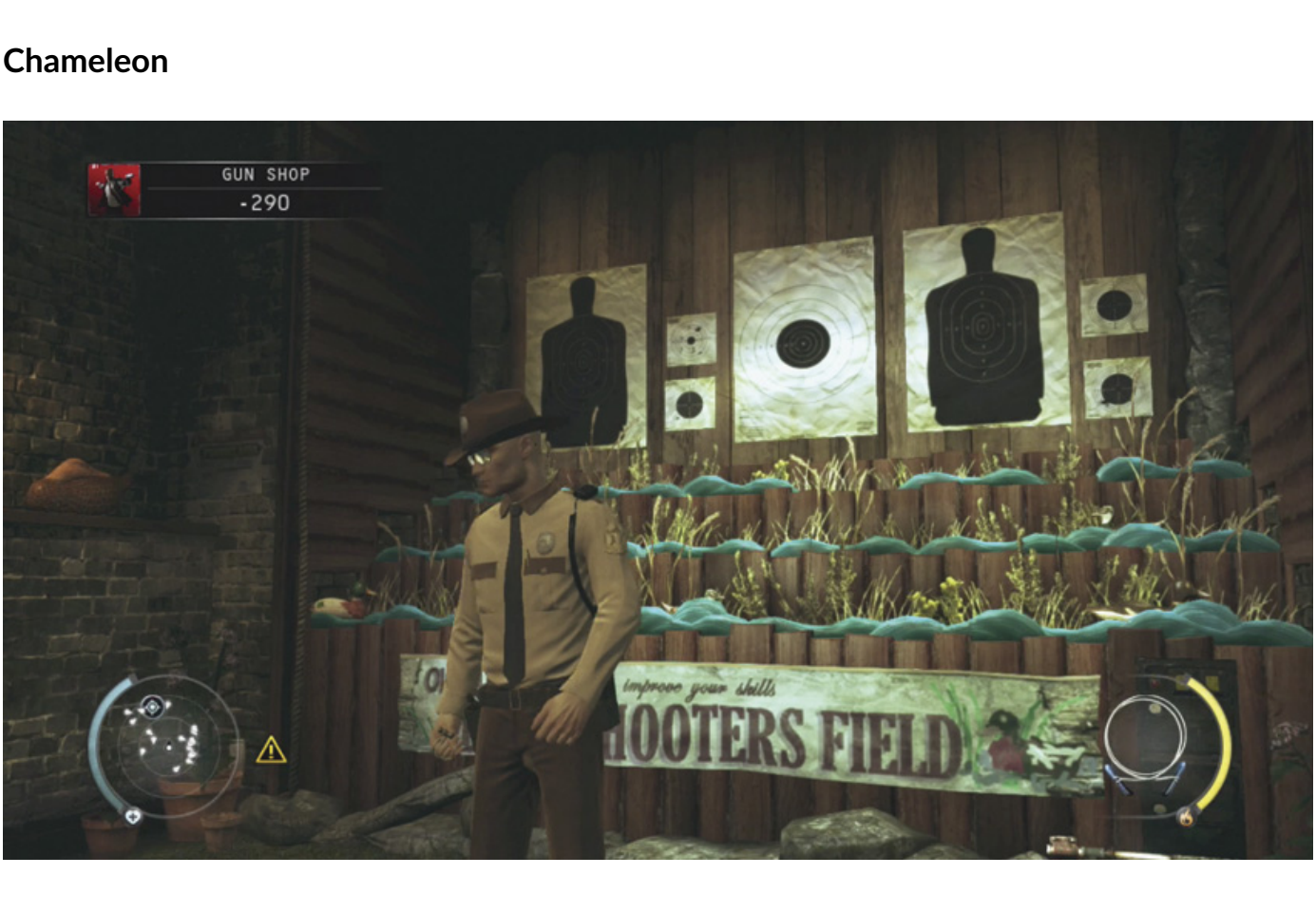
This challenge requires you to win the shooting contest while using a shotgun, and then again while using a sniper rifle. The sniper rifle is at the back of the shooting range down in a trench. In order to get a shotgun, sneak into the owner's office and throw an object (such as a metal pipe) to lure the guard inside. While he is looking at the pipe, sneak up behind him and subdue him. Hide the body and pick up his shotgun.

Shiver Me Timbers



Using either the sniper rifle or another gun, aim for the fuse of the cannon along the left side of the shooting range and fire. Hitting the fuse lights it and fires the cannon, thus completing this challenge.

Chameleon



There is only one disguise you can get in this level—the Hope Police Officer disguise—and it doesn't do much for you. It does not allow you to go into restricted areas. This is a tough disguise to get, but it is easier if you already have the Silverballers. Pick up a metal pipe and stand just outside of the doorway to the duck shooting room. Throw the pipe toward the far wall inside the shooting area of the duck range. As one of the officers goes into the range to check it out, fiberwire the one by the counter and pull the body over to the counter. Next, move in behind the other officer and use the fiberwire again. Alternatively, if you already have your silenced pistols, then you can distract the officers with the metal pipe and take them out with two silent headshots. Hide the bodies behind the counter in the range area. Once you have the disguise on, be careful in the gun store since there are two other officers there who can eventually see through your disguise.

Mastery: The Gun Shop

Complete all of the challenges in order to get this final challenge.

Achievements

Signature Weapons: Acquire the Silverballers to earn this award.

Campaign

Shaving Lenny

Briefing

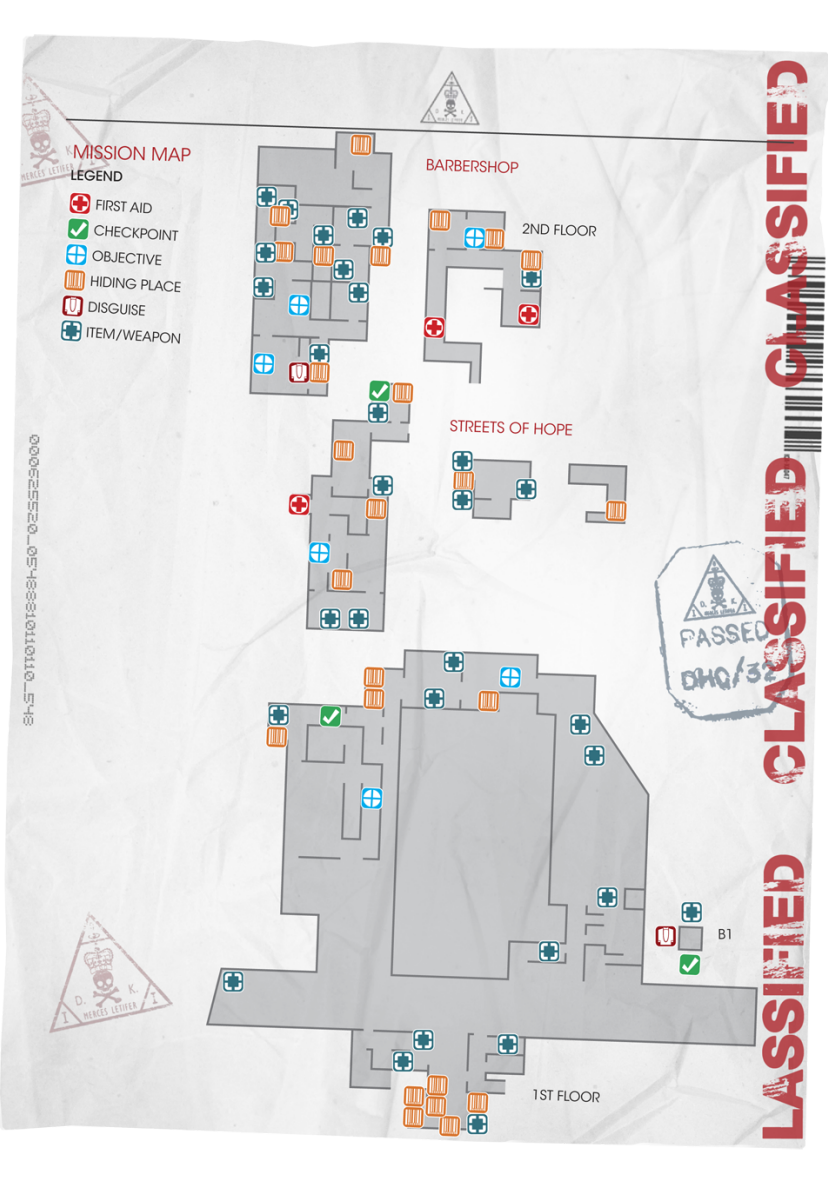
Lenny Dexter. Outcast. Black sheep. He took the girl to earn his father's admiration. Of all my enemies, he is the weakest link. Making him talk will not be a problem, but first I need to deal with his Cougars. If I grab Lenny, they will surely try to interfere. Besides...they already know too much.

Initial Equipment

- Twin Silverballer Pistols
- Fiberwire

DEXTER
PROTECTS
YOU!

HOPE
Cougars



Streets of Hope

HOPE
Cougars
HOPE

The Main Street of Hope—a rural South Dakota town sustained by Dexter Industries. Expect most city officials to be on Blake Dexter's payroll.

Eliminate Lenny's Gang

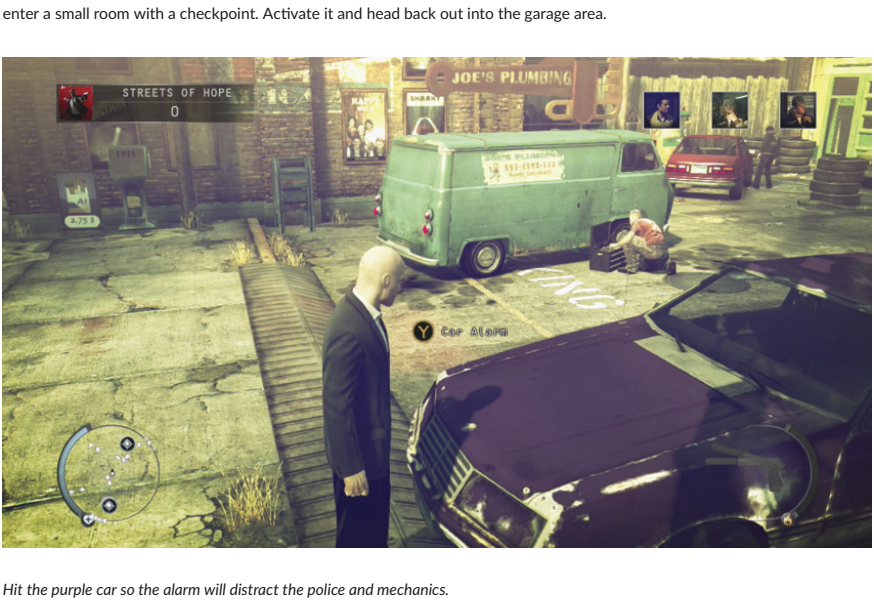
Tyler. Landon. Gavin. Three of Lenny's Cougars in the vicinity of Main Street. They are conspiring to grab Victoria from Blake Dexter and sell her on the black market. If you don't eliminate them now, they might cause problems later on. The Hope Police are corrupt and in business with the Cougars, meaning you should avoid a direct confrontation.

You begin in an alley just off of Main Street. To the left is the convenience store. A doughnut shop is to the right. Ahead and to the left is the repair shop, and a salvage yard is ahead and to the right. The three members of Lenny's gang walk around the town in repeatable paths. If you watch them, then you can see where they are going and where they will go again later. This can help you set up kills. While there are several ways to kill them, you can complete challenges by making their deaths look like accidents.

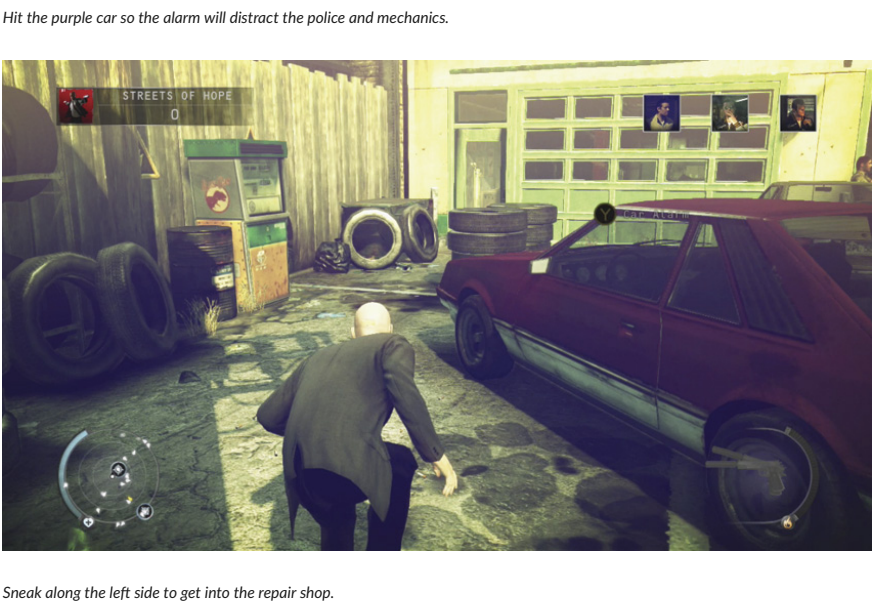
Tip

There are four checkpoints in the first section of this level. One checkpoint is in the second floor room of the doughnut shop. The second is in a storage room on the first floor of the repair shop. The third is in a small room in the hallway connecting the repair shop with the garage that has the car lift. The last is in the locked room in the salvage yard which requires a keycard for entrance. Use them frequently. Once you activate a checkpoint, you must activate a different one before using the first checkpoint again. You can't use the same checkpoint twice in a row.

Walk across the street toward the repair shop. There are several mechanics and police officers in this area. It is restricted, so you need to find a way to sneak inside. Hit the purple car to the right of the plumber's van to set off the car's alarm. While everyone is looking in that direction, move to the left side of the van. Crouch down and make your way along the left side of the driveway, using a car and some tires for cover. Then, continue through the door and into the repair shop. There is a mechanic inside, but if you stay low, you can avoid him. Move to the back of the area and through a door on the left side to enter a small room with a checkpoint. Activate it and head back out into the garage area.

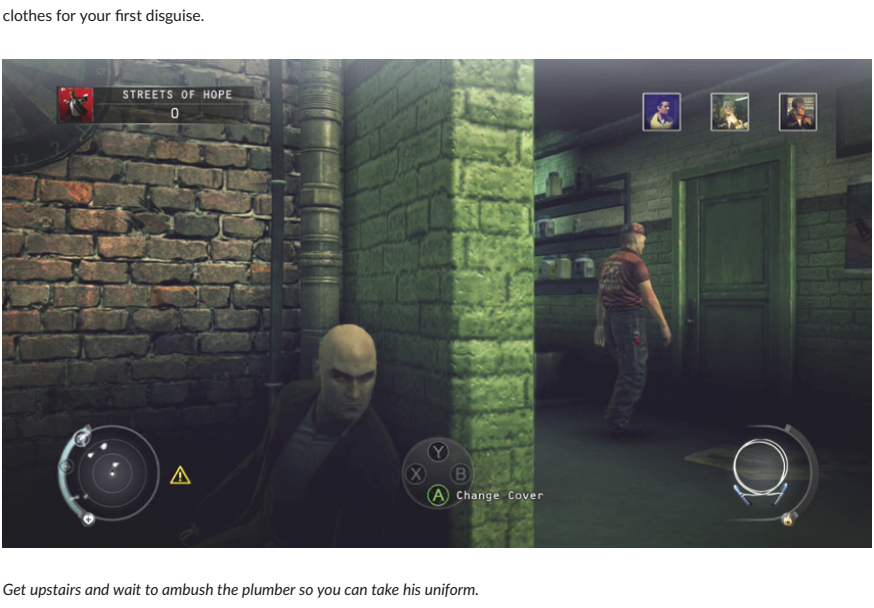


Hit the purple car so the alarm will distract the police and mechanics.



Sneak along the left side to get into the repair shop.

Head up the stairs to the second floor. Move into the kitchen break room to the right of the stairs and wait there. Use Instinct to watch for the plumber. He comes up the stairs and walks straight into the restroom. Follow him in and subdue him. Leave the body; you will be seen if you try to drag him out into the break room to hide his body in a cabinet. Put on the plumber's clothes for your first disguise.



Get upstairs and wait to ambush the plumber so you can take his uniform.

Weapons & Equipment

Plumber

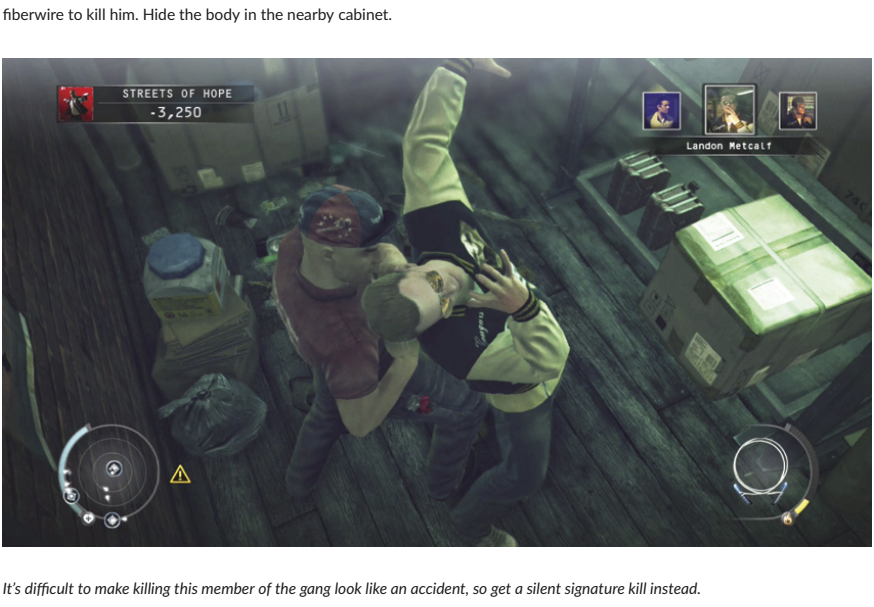
This outfit is worn by the employees of the original Joe's Plumbing store in Hope, South Dakota. This fast-expanding chain now holds offices in New York, Chicago, and San Francisco. This particular plumber is at the repair shop to fix their toilet. As such, you are able to move around the repair shop without any trouble when wearing this disguise, but it won't get you into other restricted areas.

CHALLENGE

Chameleon

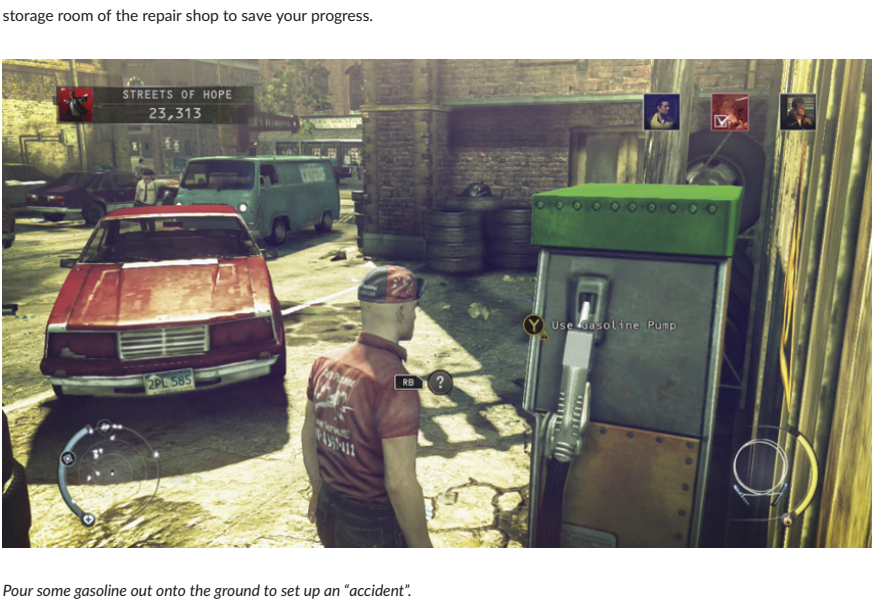
There are four disguises that you must use in order to complete this challenge: Hope Police Officer, Plumber, Mechanic, and Barber. This is a selection of the people in the neighborhood.

Now that you have the plumber disguise, you can move throughout the repair shop at your leisure. Exit the restroom and move through the break room to reach a hallway. Enter a room off to the side of the hallway to find a checkpoint where you can save your progress. Exit this room and wait for one of Lenny's gang to go into the room and make a call. Follow him in and use the fiberwire to kill him. Hide the body in the nearby cabinet.



It's difficult to make killing this member of the gang look like an accident, so get a silent signature kill instead.

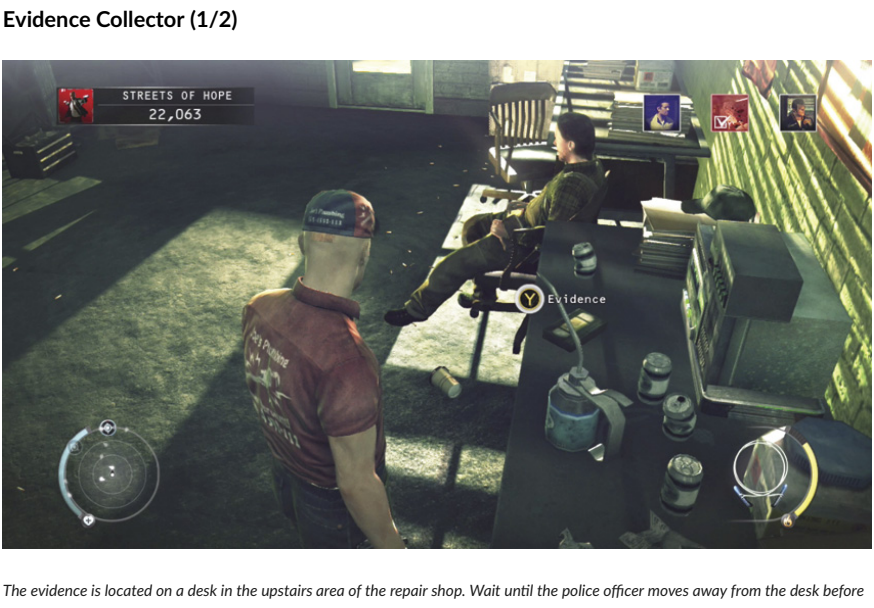
Backtrack toward the restroom. From there, move to the desk near the front of the upstairs room and pick up some evidence. Then, head down the stairs to the garage area where you entered. Pick up the keycard on the tray next to a car. This lets you access a locked door in the salvage yard. Exit the shop through the same door you used to enter it. Walk up to the gas pump and use it to let gasoline leak onto the ground to set up a trap. Then, go back into the garage and use the checkpoint in the storage room of the repair shop to save your progress.



Pour some gasoline out onto the ground to set up an "accident".

CHALLENGE

Evidence Collector (1/2)

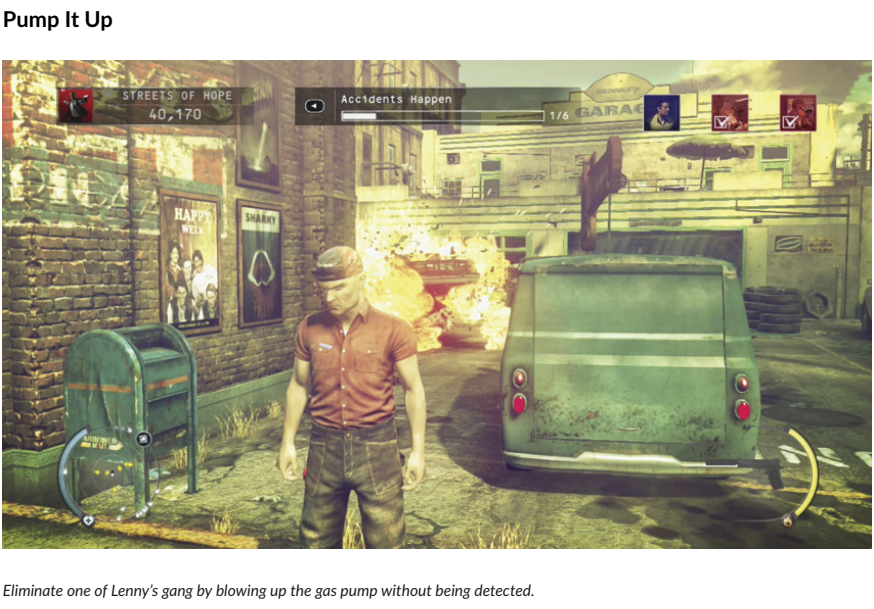


The evidence is located on a desk in the upstairs area of the repair shop. Wait until the police officer moves away from the desk before taking it.

Walk out of the repair shop and hide behind some tires in the corner so that you are facing the repair shop. Get a single Silverballer ready, and when one of Lenny's gang gets near the gasoline, fire one shot at the puddle of fuel to set it ablaze. Quickly get out of there and head toward the convenience store before the flame starts a series of explosions that blows up nearby cars. Two gang members down and one more to go.

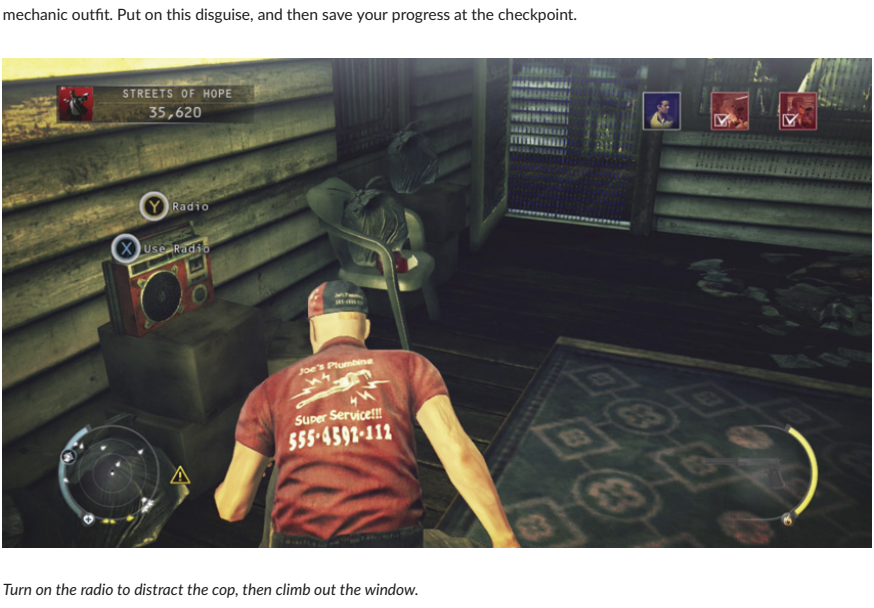
CHALLENGE

Pump It Up

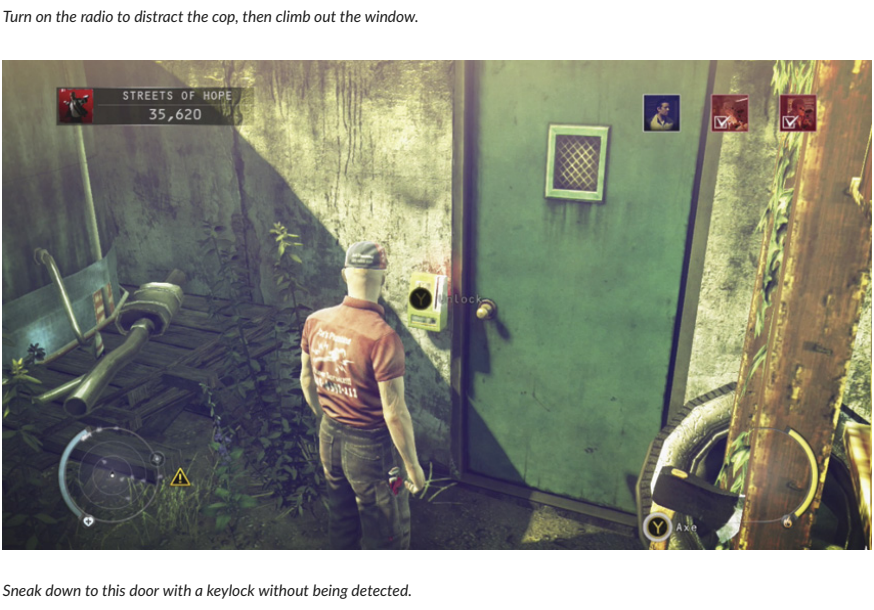


Eliminate one of Lenny's gang by blowing up the gas pump without being detected.

Next, make your way toward the salvage yard. There is a police officer standing on the porch of a house. He's guarding the entrance, so you need to distract him in order to get past. Look for a window on the left side of the house and climb through it. Make sure the cop is the only one around before turning on the radio. Quickly climb back out through the window and move to the sidewalk. While the cop goes to turn off the radio, slip through the chainlink gate. Walk down some steps and turn to the left. Get to the locked door and use the keycard to get inside before the cop returns to his post. On the floor you find a mechanic outfit. Put on this disguise, and then save your progress at the checkpoint.



Turn on the radio to distract the cop, then climb out the window.



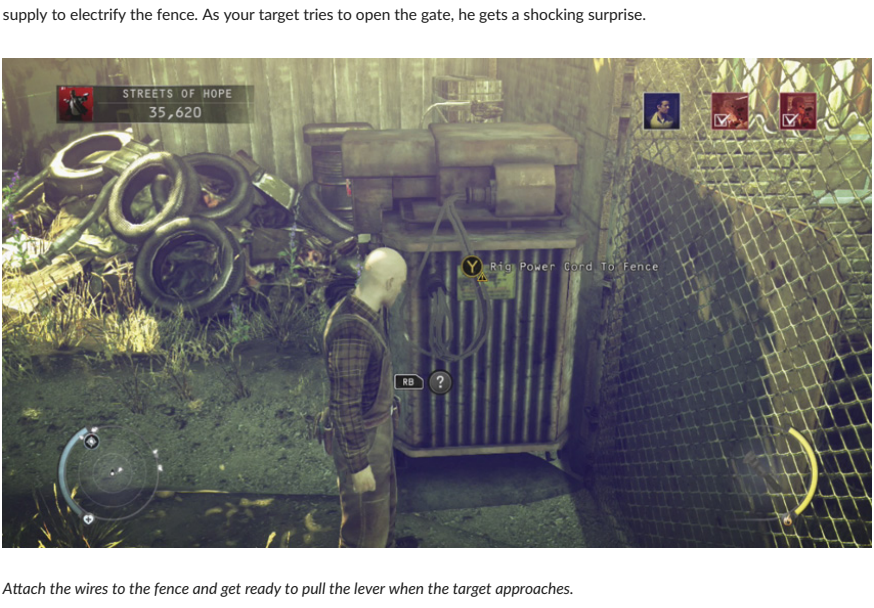
Sneak down to this door with a keylock without being detected.

Weapons & Equipment

Mechanic

This outfit is worn by the mechanics employed by Bennet's Garage, a company equally adept at both car repairs and concealing stolen vehicles. With this outfit, you can move through the garage area across the alley from the repair shop, as well as throughout the salvage yard. Just be careful around other mechanics.

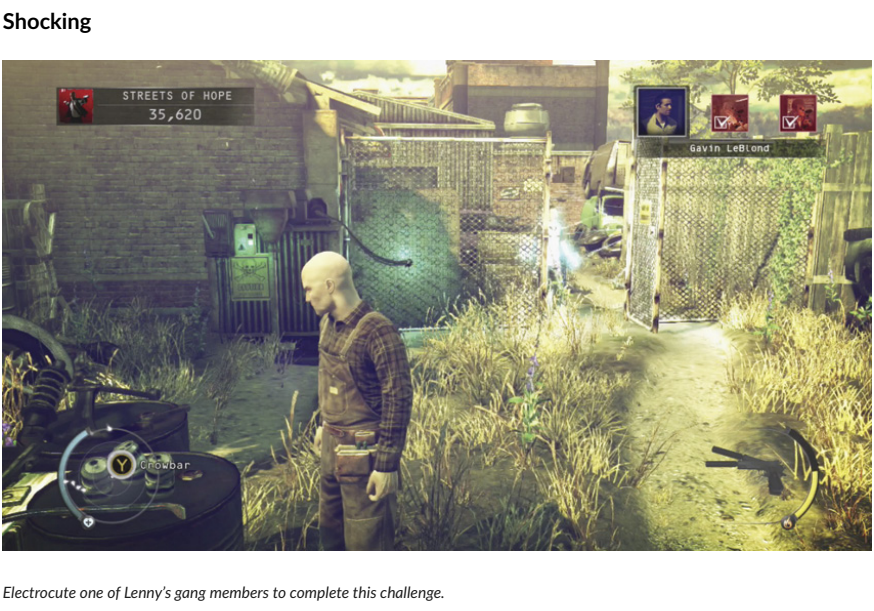
The mechanic disguise works well in the salvage yard. Exit the room and walk through the salvage yard to the far side. Try using vehicles as cover to avoid being seen by the other mechanics. The police, however, are fooled by your outfit—don't worry about them. Continue until you reach the chainlink fence facing the back door of the barbershop, but don't go through the gate just yet. Instead, disconnect the wires from the power supply and attach them to the fence. Stand near the switch of the power supply and wait for the last of Lenny's gang to come to the gate. Right before he touches the gate, pull the lever on the power supply to electrify the fence. As your target tries to open the gate, he gets a shocking surprise.



Attach the wires to the fence and get ready to pull the lever when the target approaches.

CHALLENGE

Shocking



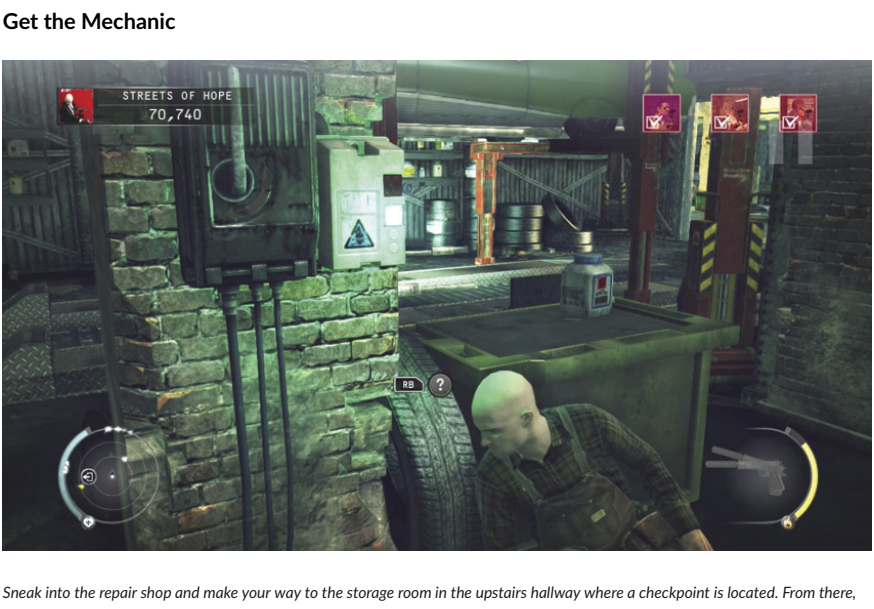
Electrocute one of Lenny's gang members to complete this challenge.

Alternate Kill Methods

There are several other ways to kill the three gang members on the streets of Hope. To complete all of the challenges for this area, you will need to play through this section at least a couple more times.

CHALLENGE

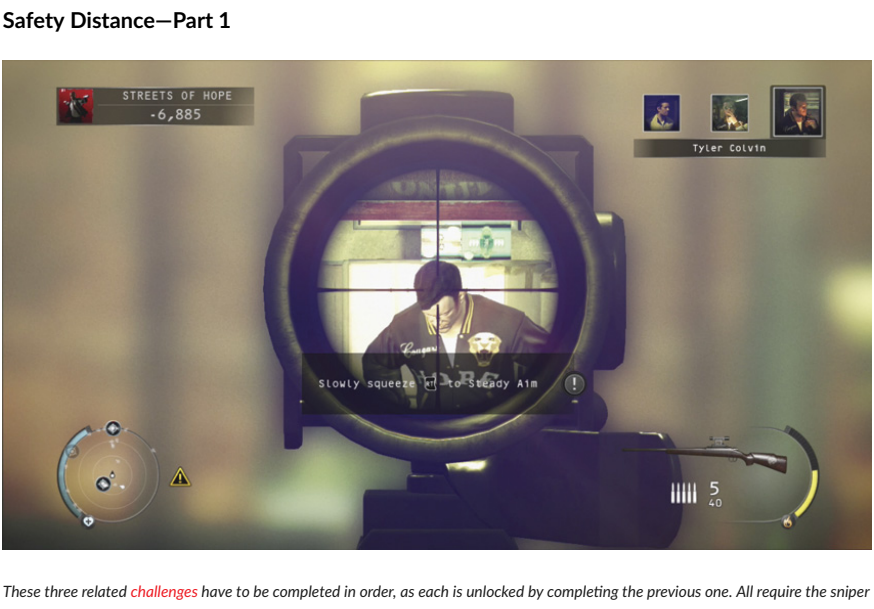
Get the Mechanic



Sneak into the repair shop and make your way to the storage room in the upstairs hallway where a checkpoint is located. From there, continue along the hall and down some steps into the garage where a car is up on a lift. A mechanic and a police officer are near the large entrance into the alley, so you need to be careful no matter what you're wearing. Stay low and sneak over to the controls near the opposite entrance. Wait until one of Lenny's gang members walks in and takes a look under the car. Then, pull the lever of the lift controls and drop the car on him. Stay put until the excitement dies down, and then continue on to kill the other gang members.

CHALLENGE

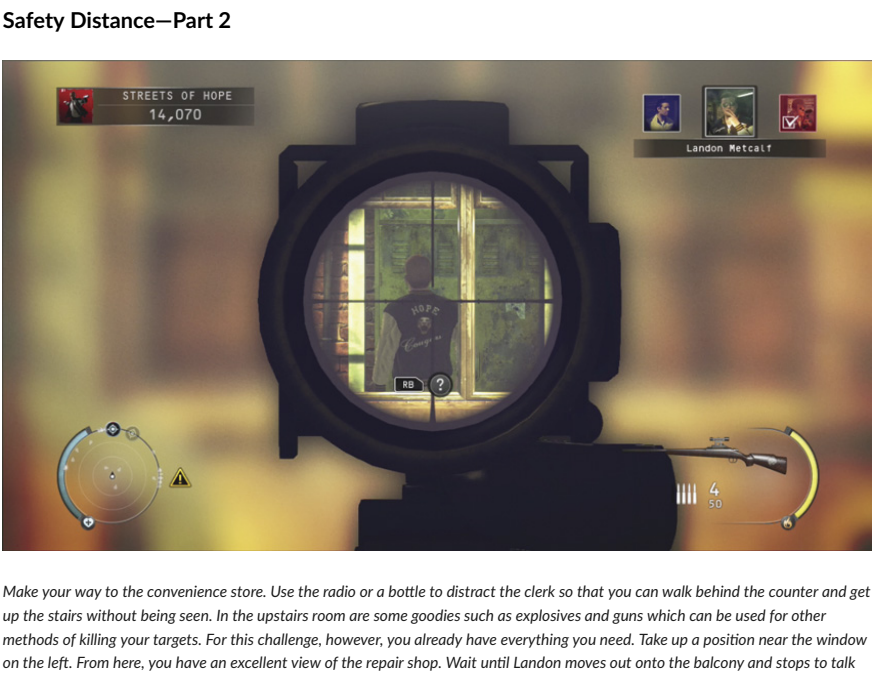
Safety Distance—Part 1



These three related challenges have to be completed in order, as each is unlocked by completing the previous one. All require the sniper rifle located in the upstairs apartment above the doughnut shop. There is a guard at the stairs, so get a bottle and throw it up the stairs to distract him. When the guard goes up to look, garrote him with the fiberwire and hide the body in the cabinet at the top of the stairs. Enter the room and pick up the sniper rifle and some ammo. Then, save your progress at the checkpoint. Hide the rifle on your person and make your way to the repair shop to get the plumber's disguise. Walk through the upstairs room and out onto the balcony. Wait until Tyler enters his room above the convenience store, and then take cover along one of the low walls on the balcony. Kill him with a well-aimed headshot as he is leaning out of the window. Then, quickly hide the rifle and get away from the balcony.

CHALLENGE

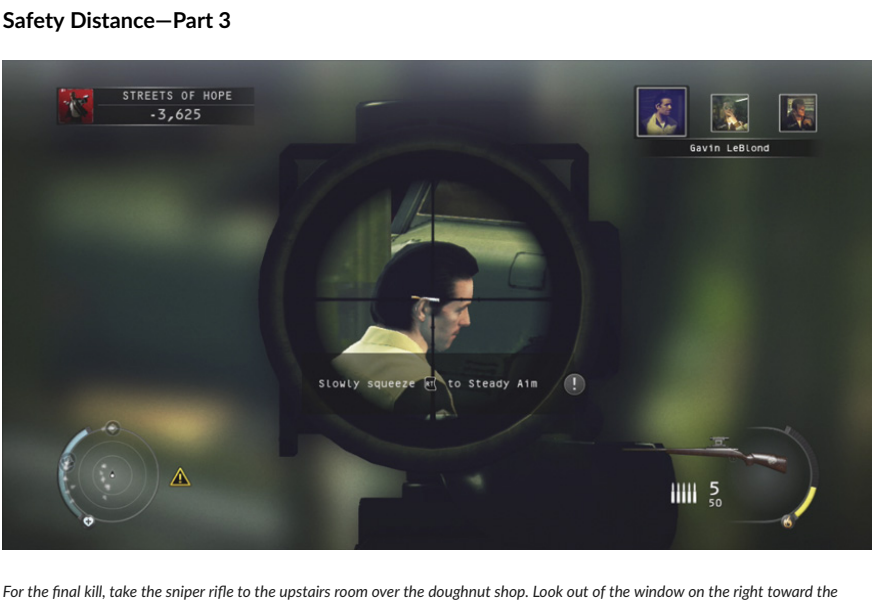
Safety Distance—Part 2



Make your way to the convenience store. Use the radio or a bottle to distract the clerk so that you can walk behind the counter and get up the stairs without being seen. In the upstairs room are some goodies such as explosives and guns which can be used for other methods of killing your targets. For this challenge, however, you already have everything you need. Take up a position near the window on the left. From here, you have an excellent view of the repair shop. Wait until Landon moves out onto the balcony and stops to talk on his phone. Then, take your shot. Since there is a police officer on the sidewalk directly below your position, quickly get into the nearby cabinet and hide out. If Tyler's body is in here, hide it before taking the shot so there is nothing suspicious in the room. If you need a police disguise, this is a great opportunity to get it.

CHALLENGE

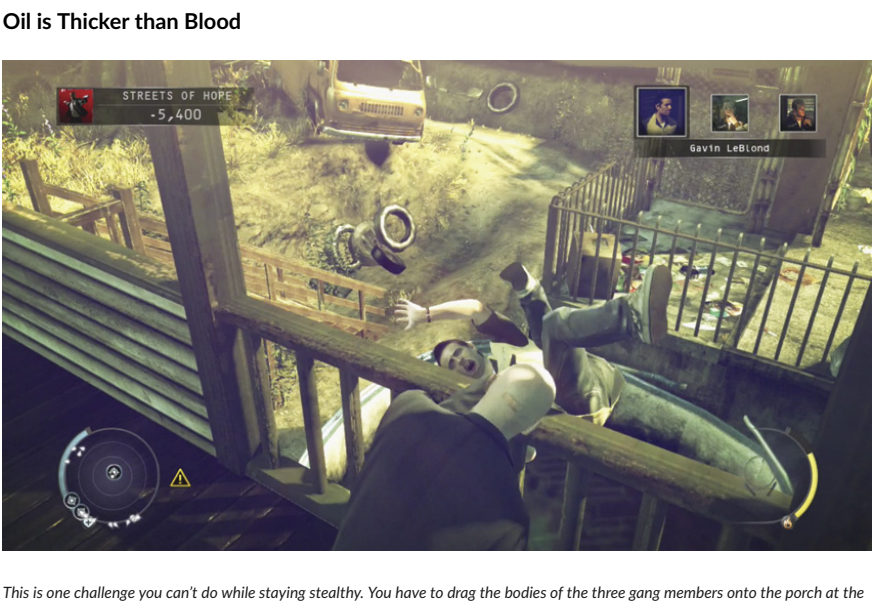
Safety Distance—Part 3



For the final kill, take the sniper rifle to the upstairs room over the doughnut shop. Look out of the window on the right toward the salvage yard. Wait until Gavin stops on the porch and stands still. Then, take your shot. Quickly get into the cabinet at the top of the stairs since there are police officers downstairs that come to investigate the gunshot. Stay hidden until the coast is clear, and then continue with your objectives.

CHALLENGE

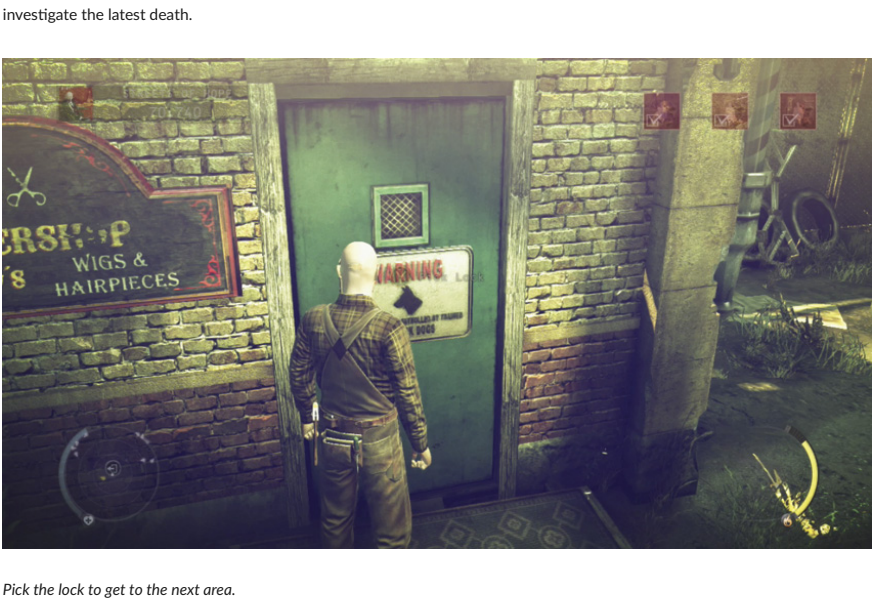
Oil is Thicker than Blood



This is one challenge you can't do while staying stealthy. You have to drag the bodies of the three gang members onto the porch at the entrance to the salvage yard, and then dump their bodies into the pool of oil below by pushing them over the railing. For this playthrough, you will have to clear out a lot of people—dragging a body through town tends to arouse a lot of suspicion.

Get to the Back Entrance

Once the last gang member is dead, move through the fence toward the back door of the barbershop. Make sure no one is looking, pick the lock on the door, and then enter. You may have to wait a bit to do this since several cops come to the area to investigate the latest death.



Pick the lock to get to the next area.

Barbershop

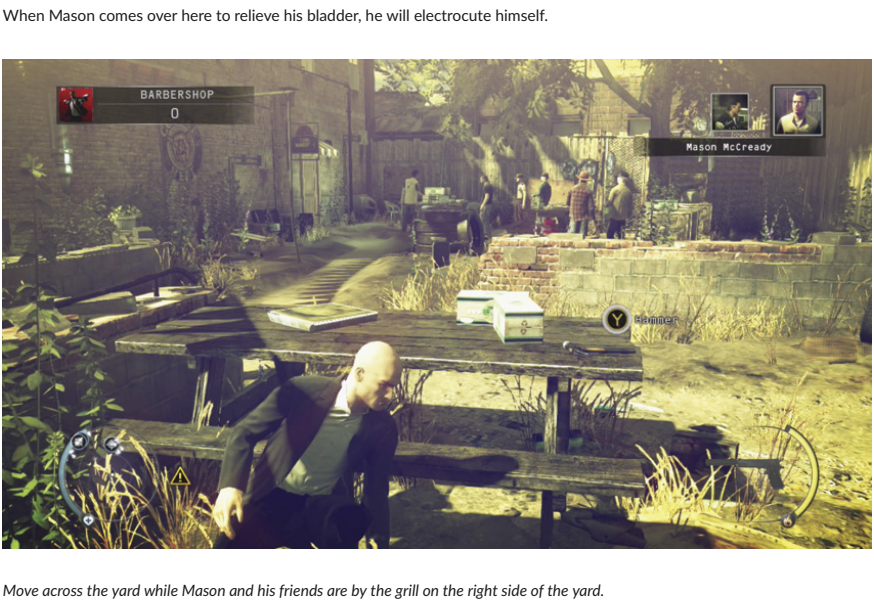
BARBERSHOP
0
Change Cover

Todd's Barbershop, run by titular Todd since 1965. The building also serves as a stomping ground for the Hope Cougars, a local street gang led by Blake Dexter's only son, Lenny.

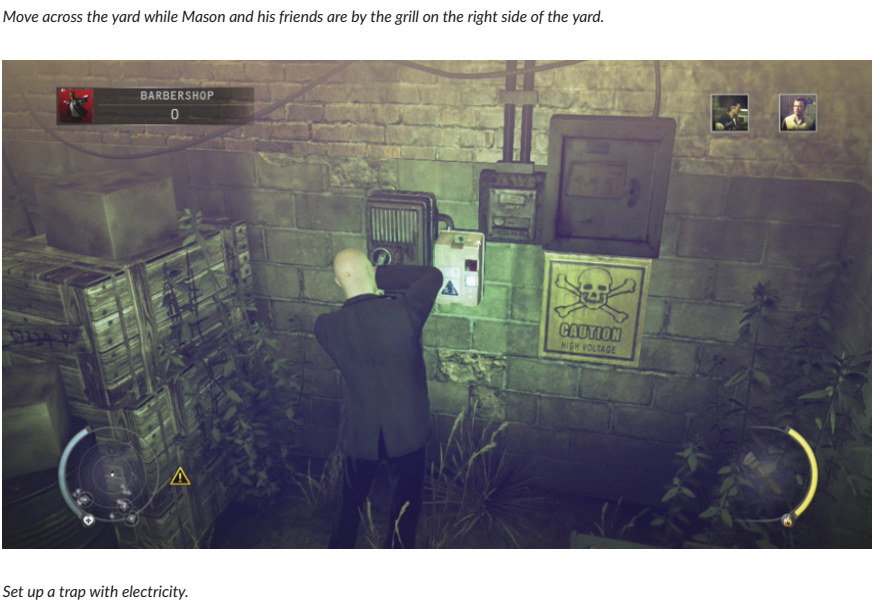
Eliminate Lenny's Gang

Luke and Mason, the two remaining Cougars, are located inside the hangout. One is in the backyard, and the other is in the main room. Even though the ring leaders of the conspiracy are dead, these two could still cause problems when you grab Lenny. In addition to these two, there are several Cougar allies and police officers loyal to Dexter in the building.

You begin at the edge of the outdoor yard. There are several people outside enjoying a barbecue. Quickly take cover and wait for Mason to move over to the grill. When he does, sneak along the left side of the yard and drop down to a lower level. There is a police officer near a door to the right, but he is not looking in your direction. Get to the electrical box near the left corner of the lower yard. Pick up the wrench and use it to move a wire and create a trap. Then, pull the lever to activate the power. When Mason comes over here to relieve his bladder, he will electrocute himself.



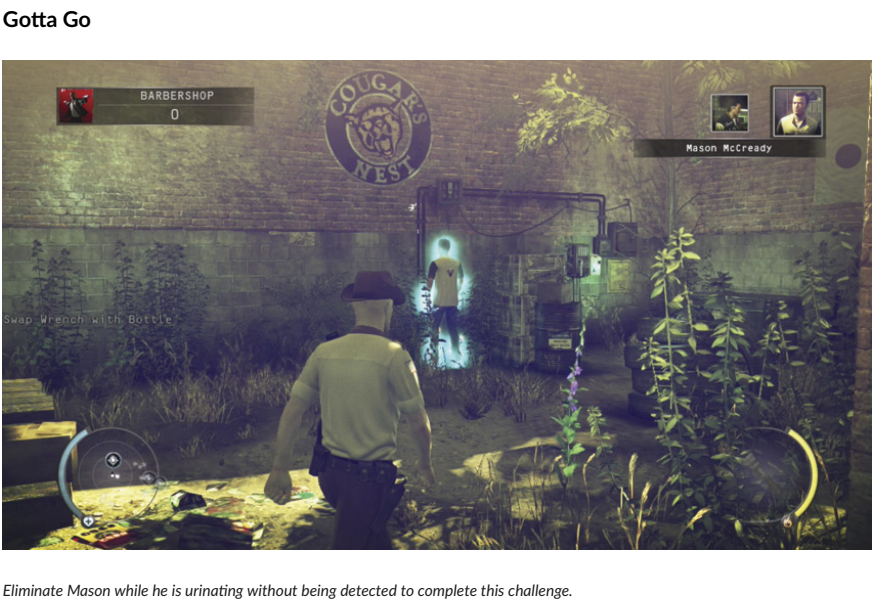
Move across the yard while Mason and his friends are by the grill on the right side of the yard.



Set up a trap with electricity.

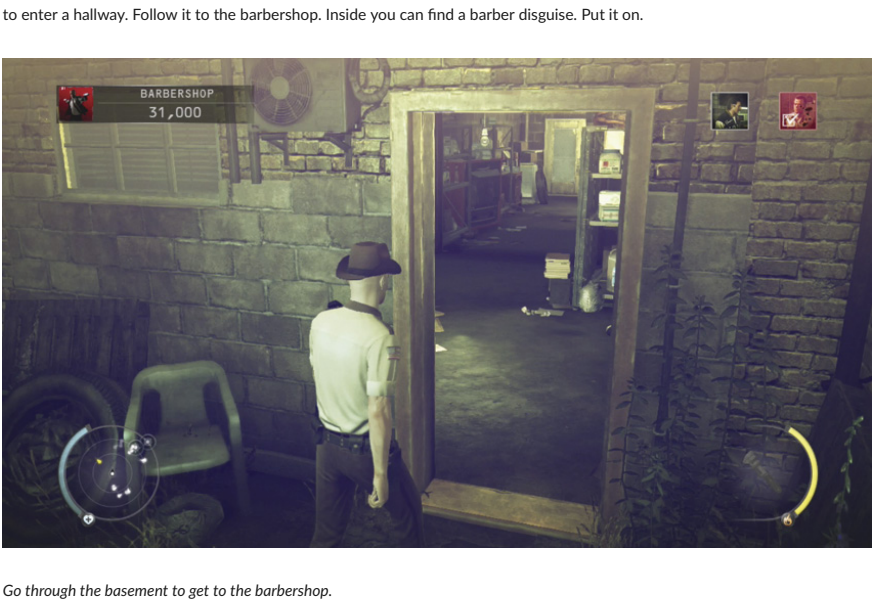
CHALLENGE

Gotta Go

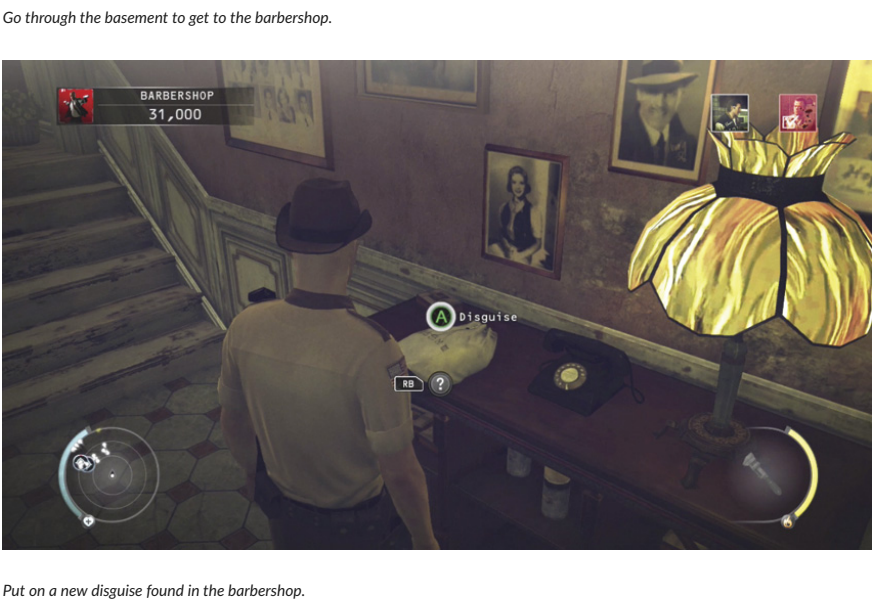


Eliminate Mason while he is urinating without being detected to complete this challenge.

Now you need to get into the building. Move to the corner of the wall near the cop. Throw the wrench or a bottle toward the berm opposite the door to distract the cop. When he gets up to investigate, sneak through the door into the basement of the building. Use Instinct to see if anyone is coming down the stairs. Once it's clear, move up the stairs and turn quickly to the left to enter a hallway. Follow it to the barbershop. Inside you can find a barber disguise. Put it on.



Go through the basement to get to the barbershop.



Put on a new disguise found in the barbershop.

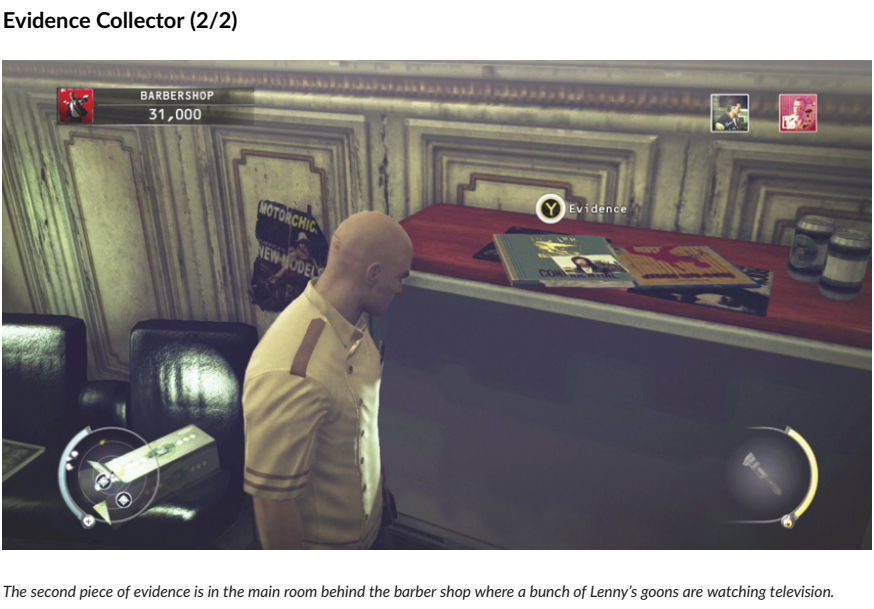
Weapons & Equipment

Barber

This outfit is worn by the owner of Todd's Barbershop on Main Street. Lenny Dexter is a frequent customer. While wearing this, you can walk around the building without arousing any suspicion. No one can see through this disguise.

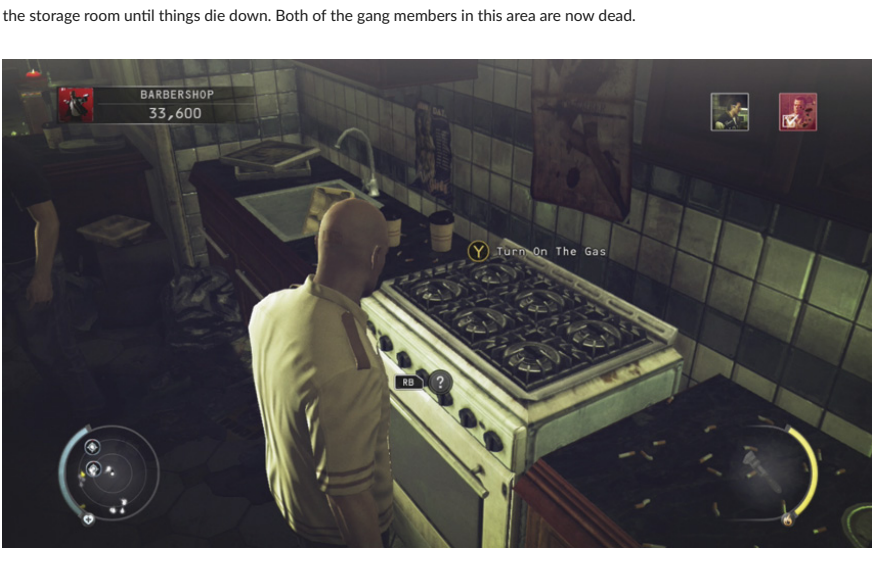
CHALLENGE

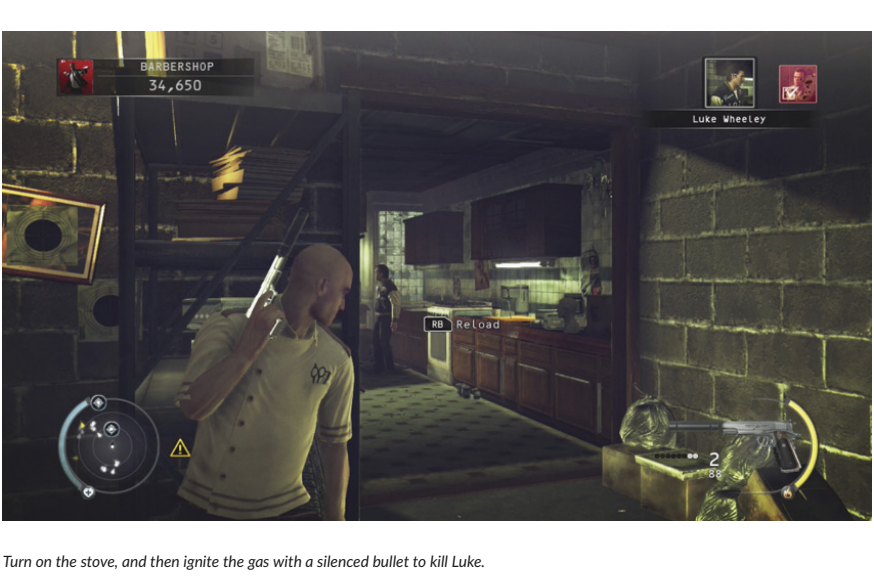
Evidence Collector (2/2)



The second piece of evidence is in the main room behind the barber shop where a bunch of Lenny's goons are watching television. Sabotage the power to the television at the electrical box in the basement. Then, once you have lured the police officer down into the basement, get to the television and collect the evidence.

Now that you are disguised as a barber, you can move about the building freely. The only place that is off limits is directly in front of the television where the police officer is watching. You can lure him out of the way by sabotaging the power to the television at the electrical box down in the basement. This allows you to get the evidence on top of the television. Continue into the kitchen and turn on the stove when no one is looking. Then, go into the nearby storage room and wait. Luke eventually walks over by the stove to talk on his phone. Pull out one of your Silverballers while remaining unseen in the storage room and fire at the top of the stove. This ignites the gas that has been building up, killing Luke. Quickly holster your pistol and wait in the storage room until things die down. Both of the gang members in this area are now dead.





Turn on the stove, and then ignite the gas with a silenced bullet to kill Luke.

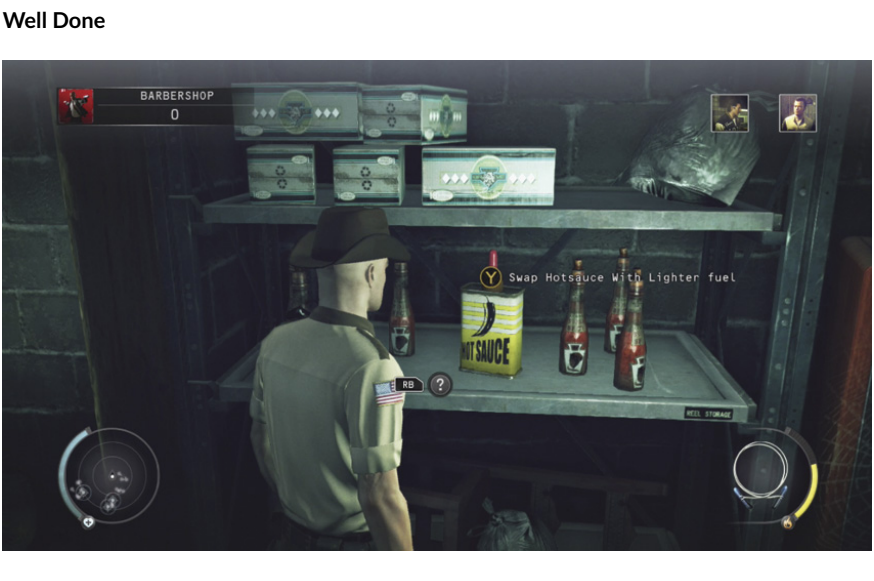
CHALLENGE

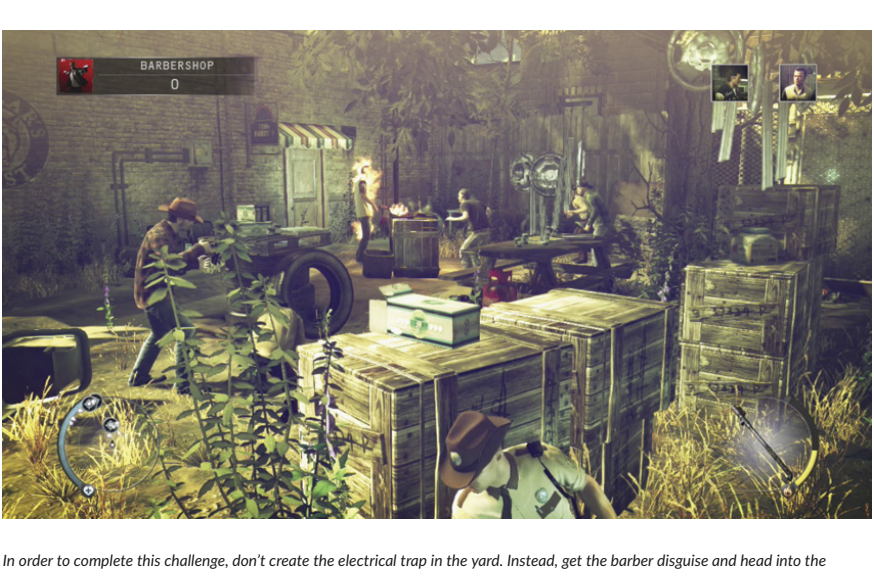
Kill Me I'm The Cook

Kill Luke by turning on the gas and igniting it without being detected to complete this challenge.

CHALLENGE

Well Done





In order to complete this challenge, don't create the electrical trap in the yard. Instead, get the barber disguise and head into the storage room to find some lighter fluid. Pick it up and take it down to the basement. Swap the hot sauce out for the lighter fluid. Mason comes to get more hot sauce and takes the lighter fluid instead. As soon as he applies it to the meat on the grill, he barbecues himself.

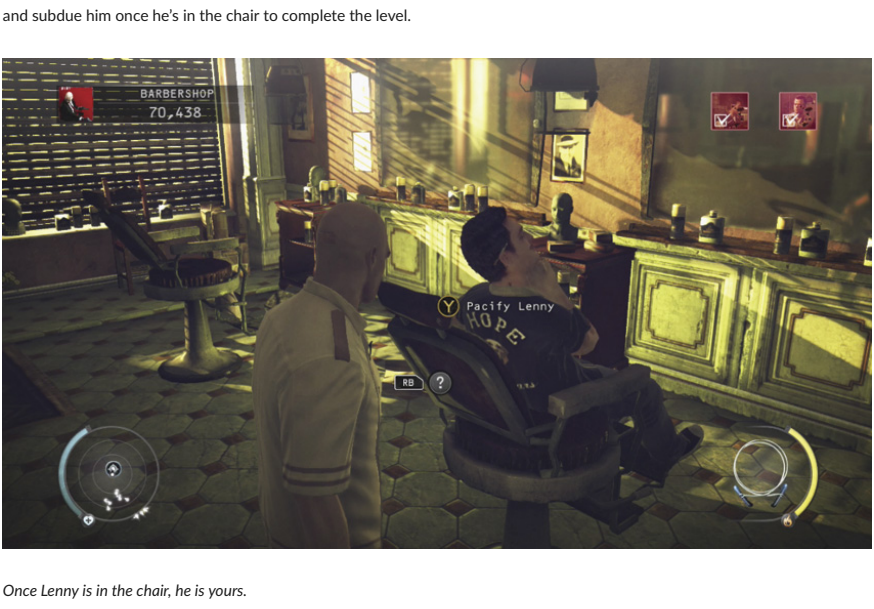
CHALLENGE

Accidents Happen

Complete the five challenges that make the deaths of the gang members look like accidents in order to earn this challenge. They include Get The Mechanic, Kill Me I'm The Cook, Pump It Up, Shocking, Gotta Go, and Well Done.

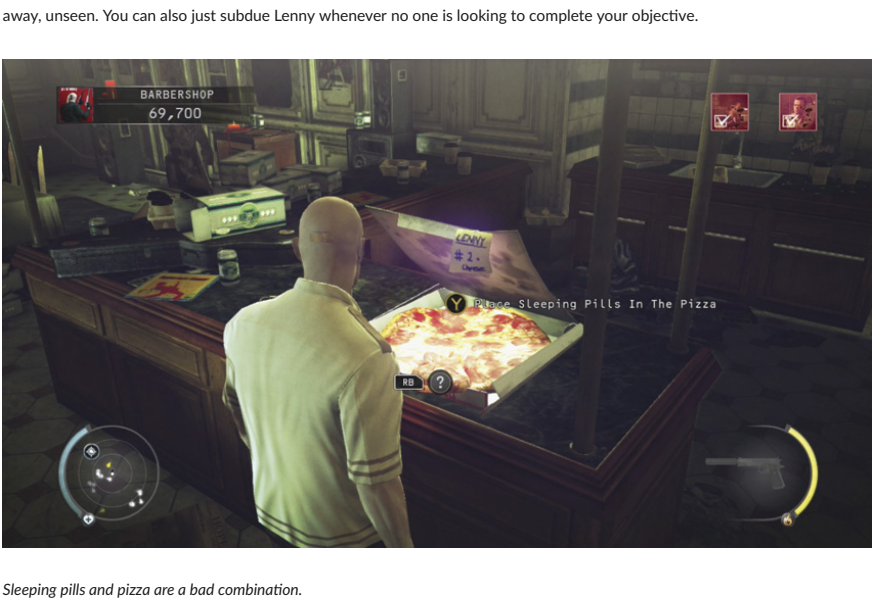
Subdue Lenny

You now need to capture Lenny unharmed to find out where Victoria is being held. Since you are wearing the barber disguise, this is easy. Just walk near Lenny. When he sees you, he will automatically head into the barbershop for a haircut. Follow him in and subdue him once he's in the chair to complete the level.



Once Lenny is in the chair, he is yours.

There are other ways to get Lenny. For example, instead of distracting the cop by the basement door, jump up onto a series of ledges to get into the upstairs rooms of the building. You can find a bottle of sleeping pills in the first room you enter. Slip these into the pizza on the kitchen counter without being seen to make Lenny pass out after eating the pizza. You can then take him away, unseen. You can also just subdue Lenny whenever no one is looking to complete your objective.



Sleeping pills and pizza are a bad combination.

CHALLENGE

Shave and a Haircut

Compete this challenge by subduing Lenny while wearing the barber disguise.

CHALLENGE

The Weakest Link

Complete this level to finish this challenge.

CHALLENGE

Mastery: Streets of Hope

Complete all of the other challenges to get this final challenge.

Achievements

Like Stealing Candy from a Baby Pacify Lenny in order to earn this award.

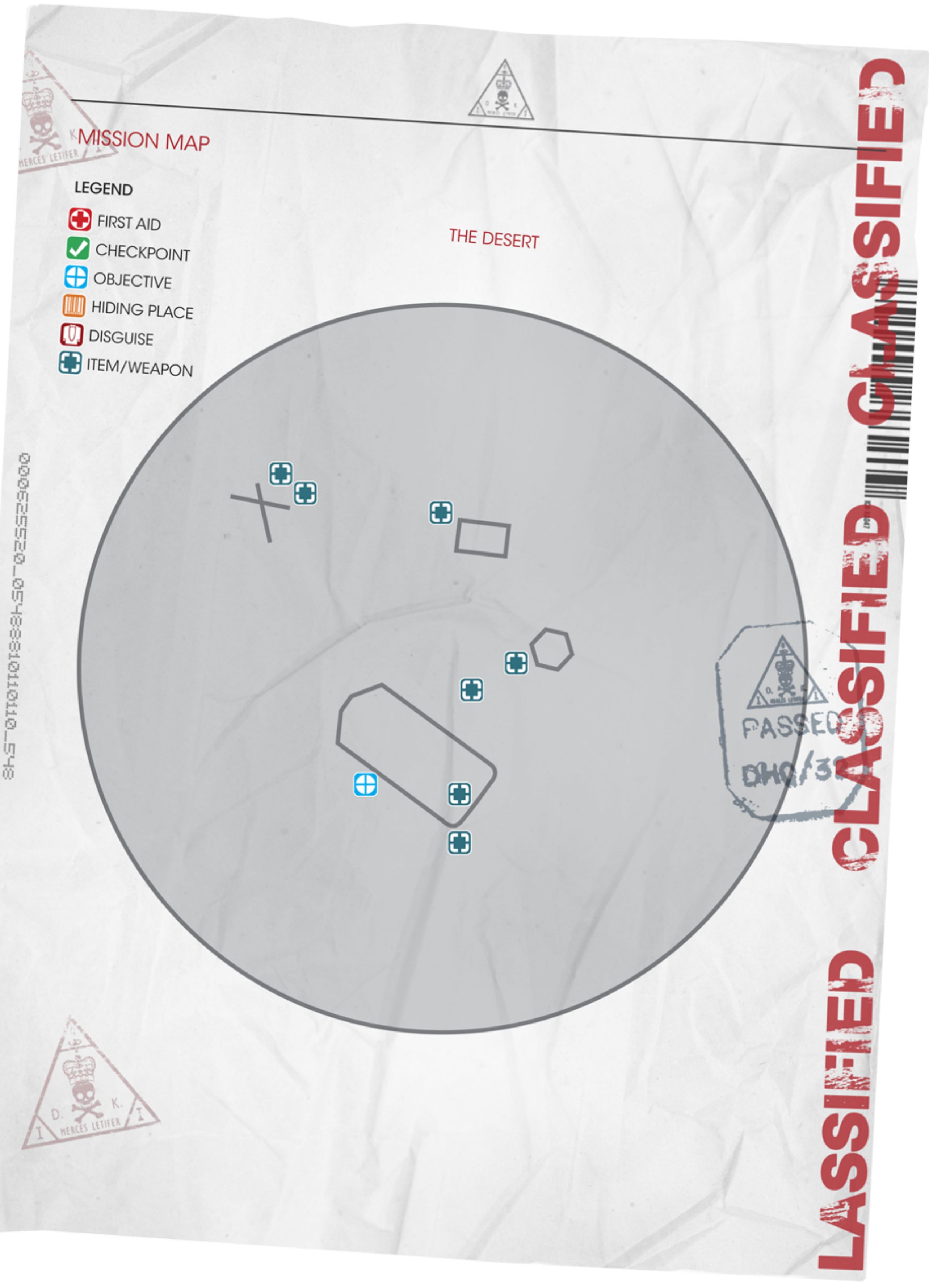
Campaign

End of the Road

Briefing
Lenny has disclosed Victoria's location. I should deal with him once and for all. And yet, there is little honor in preying on the weak. Whatever his fate should be, I need to decide now. The clock is ticking.

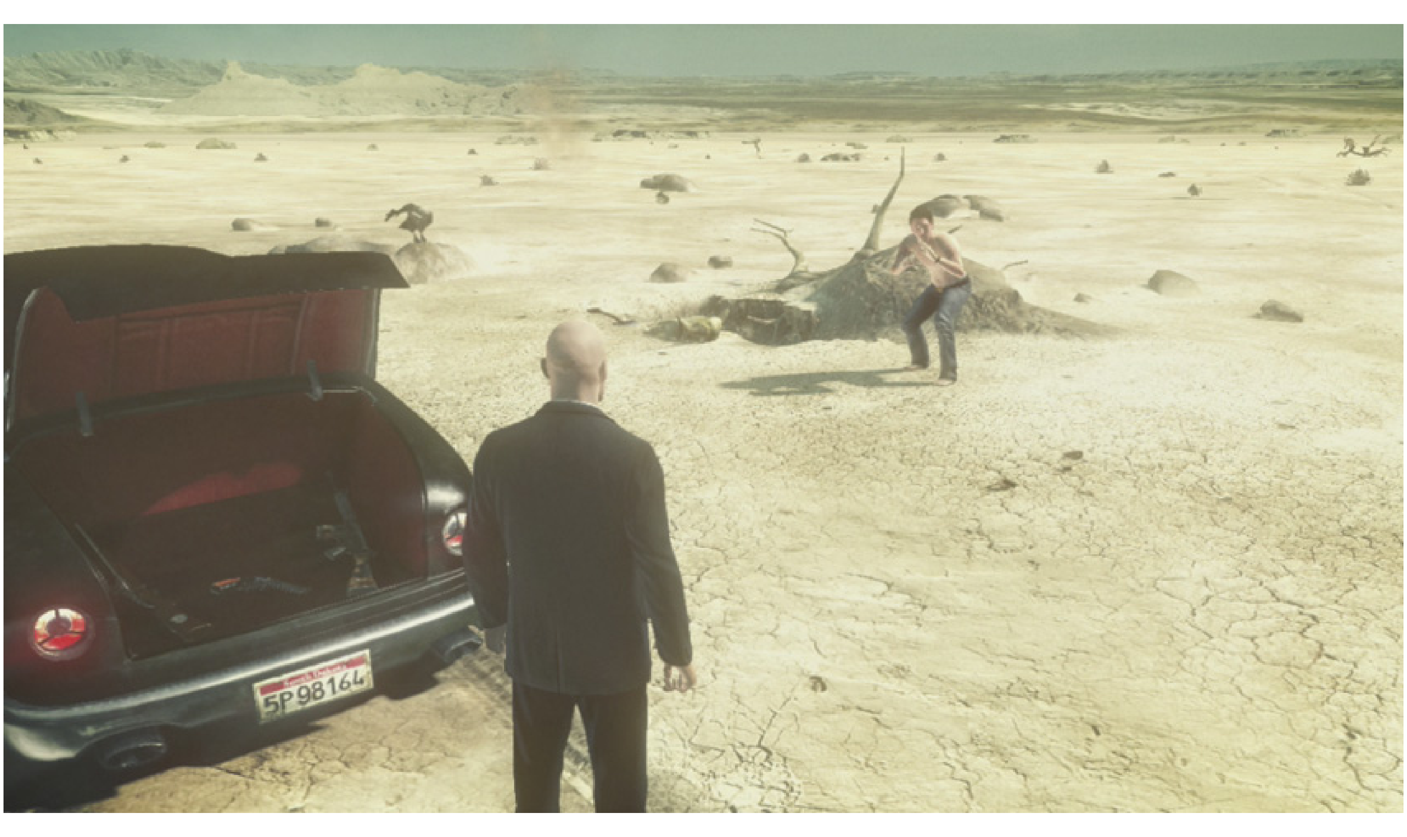
Initial Equipment

- Twin Silverballer Pistols
- Fiberwire
- Baseball Bat

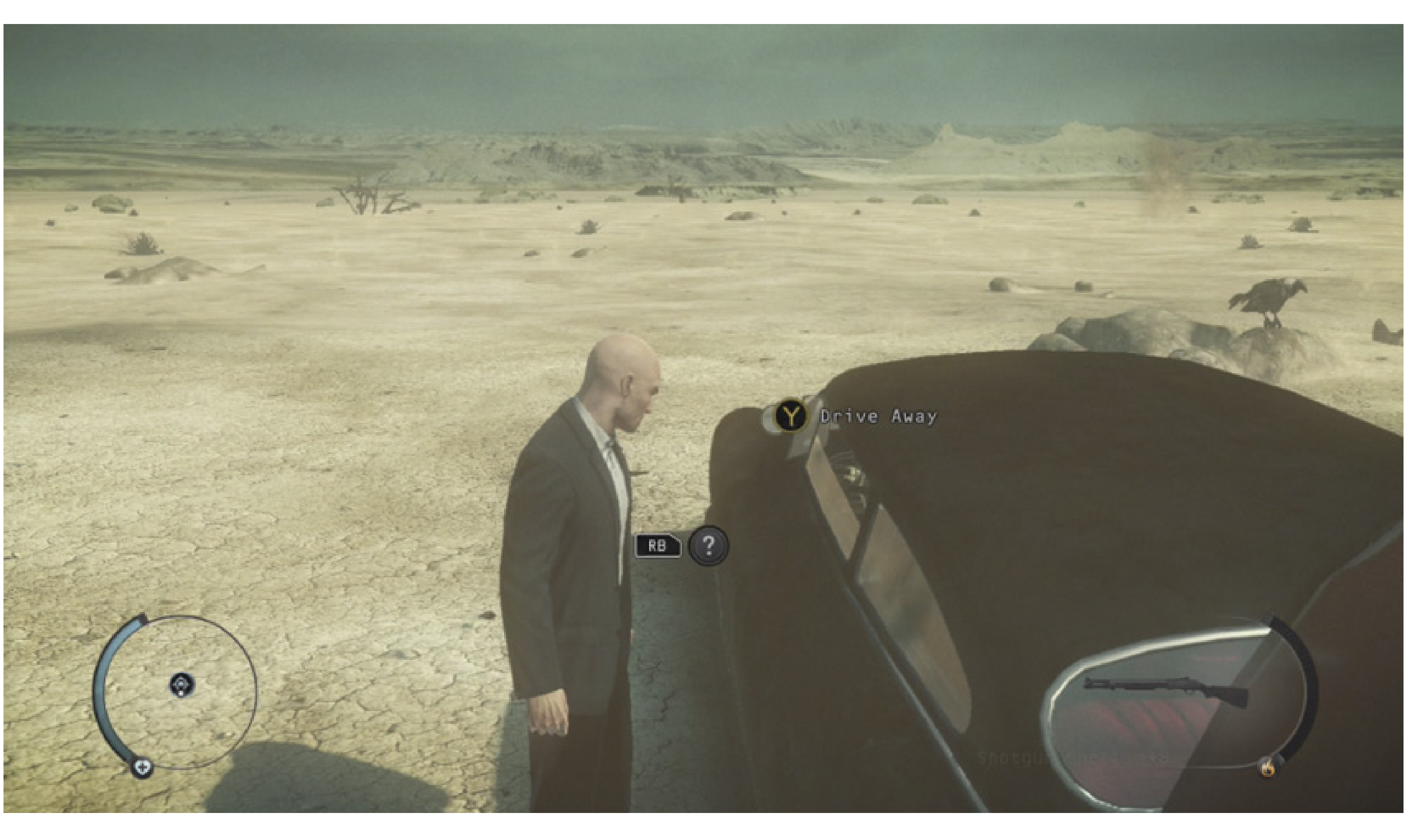

MISSION MAP
LEGEND
FIRST AID
CHECKPOINT
OBJECTIVE
HIDING PLACE
DISGUISE
ITEM/WEAPON
THE DESERT
CLASSIFIED
PASSED

The Desert
The badlands surrounding Hope. Blazing heat. Sparse vegetation. Unpopulated, apart from the vultures. A fitting resting place for a Cougar.

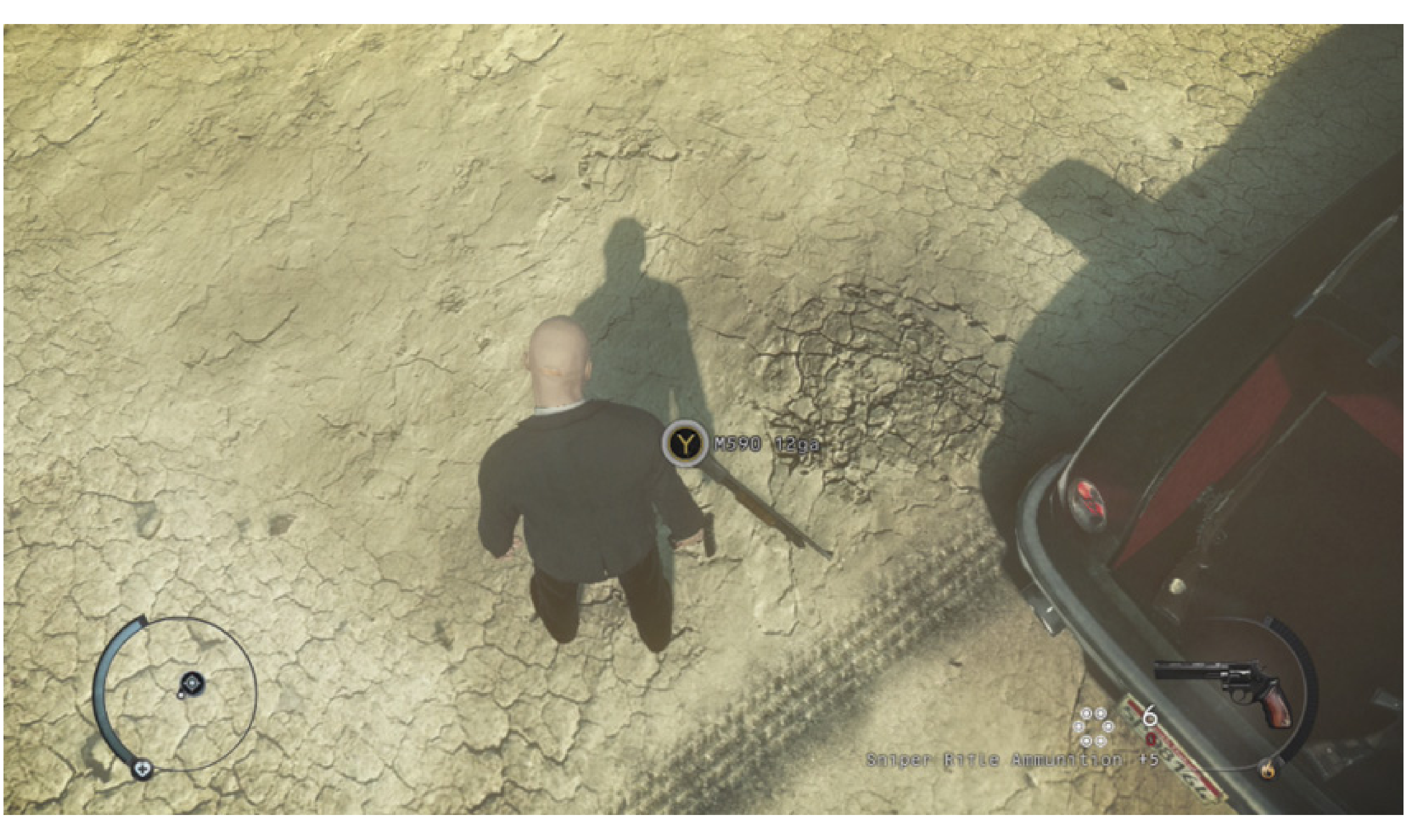
The Unmarked Tomb



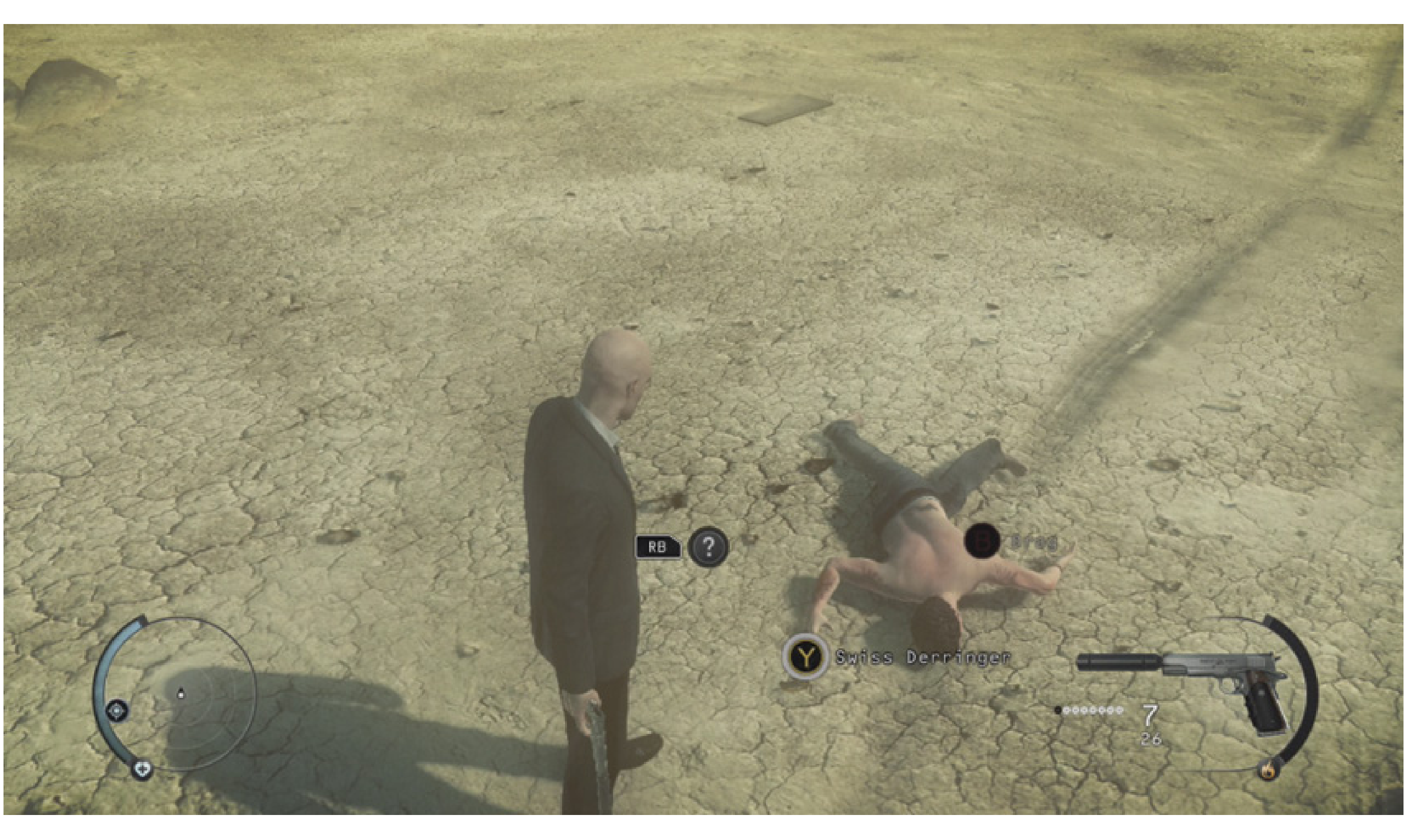
You and Lenny are out in the desert. Alone. Here, you must make a decision: either kill him, or just leave him in the desert.


Drive Away
RB

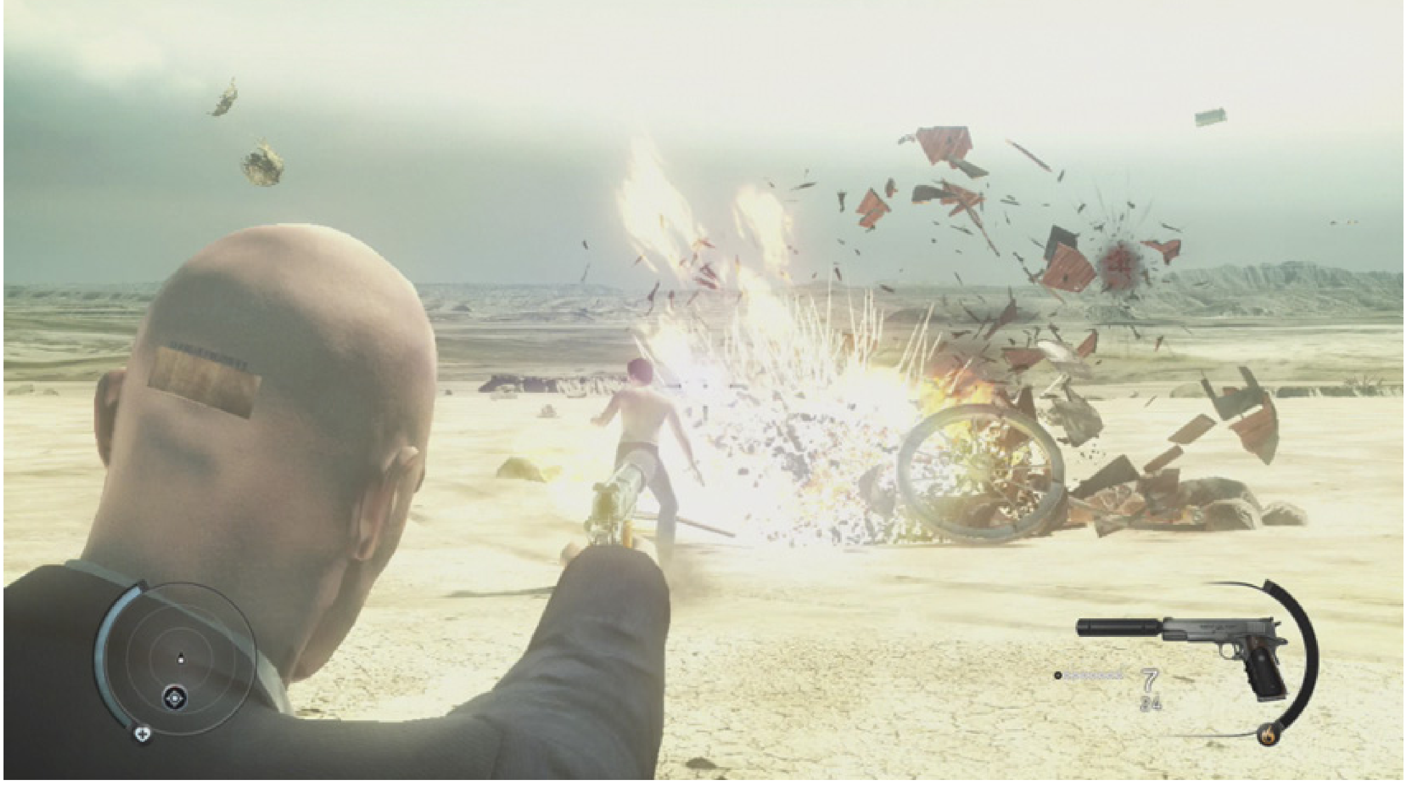
The best way to complete this short level is to simply hop in the car and drive away—let nature deal with Lenny. This decision results in an achievement or trophy.


M590 12ga
Sniper Rifle Ammunition #5

You have several different weapons available to you. Be sure to pick them all up to add to your collection.


RB
Swiss Derringer

In order to get the Swiss Derringer for your collection, you must kill Lenny. He is carrying it on his person. Once he is dead, pick it up from the ground near him.



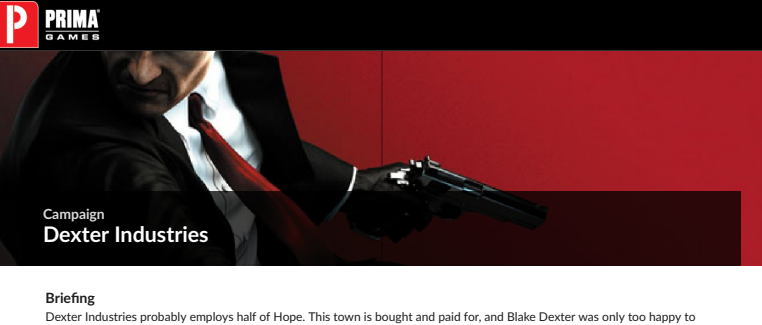
One way to kill Lenny is to wait for him to pass by the wrecked stagecoach. Then, fire at one of the cases of dynamite near the coach to blow Lenny sky high.

Tip

Look around the area to find a variety of items. A tomahawk is stuck in a tree to the right of the stagecoach, while some other items can be found near a grave to the left of the stagecoach. A fire poker can be found in the wreckage after you blow up the stagecoach.

Achievements

Not Worth It: Earn this award by leaving Lenny in the desert rather than killing him.



Campaign

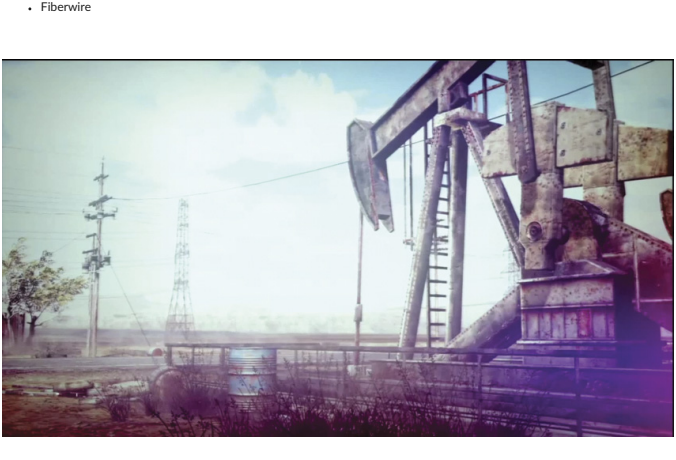
Dexter Industries

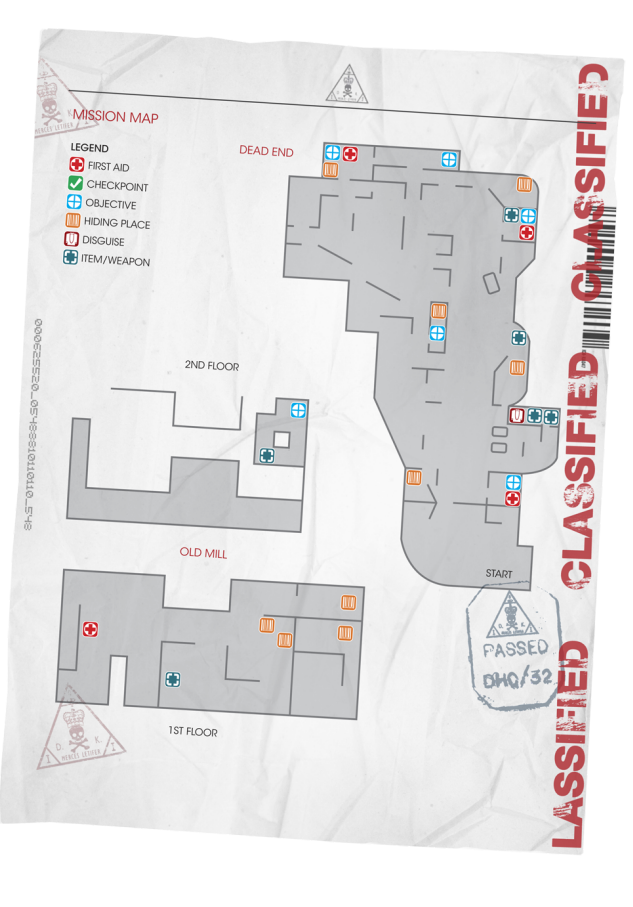
Briefing

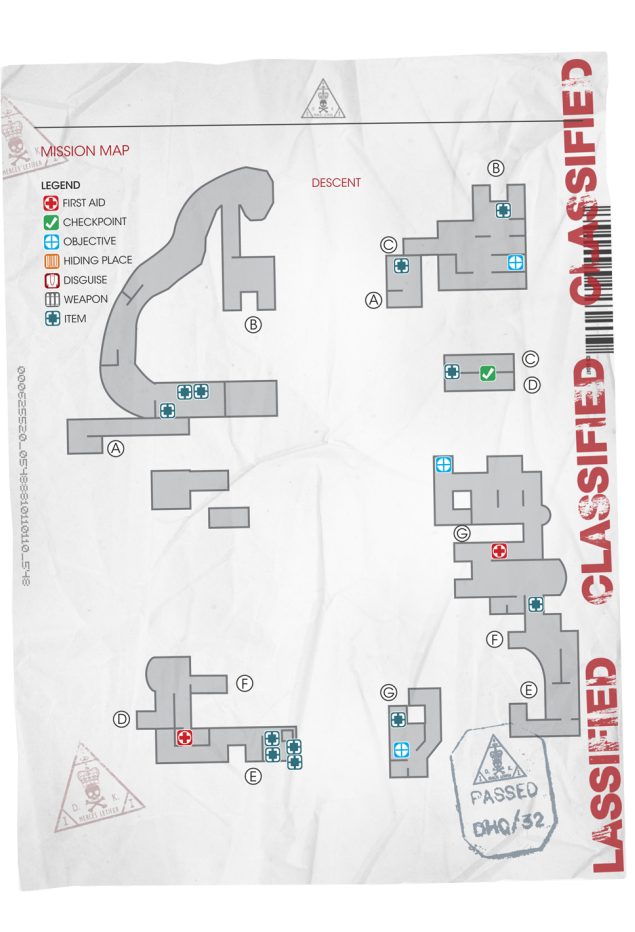
Dexter Industries probably employs half of Hope. This town is bought and paid for, and Blake Dexter was only too happy to write the check. Somewhere inside this factory, Victoria is being kept against her will. I need to move fast.

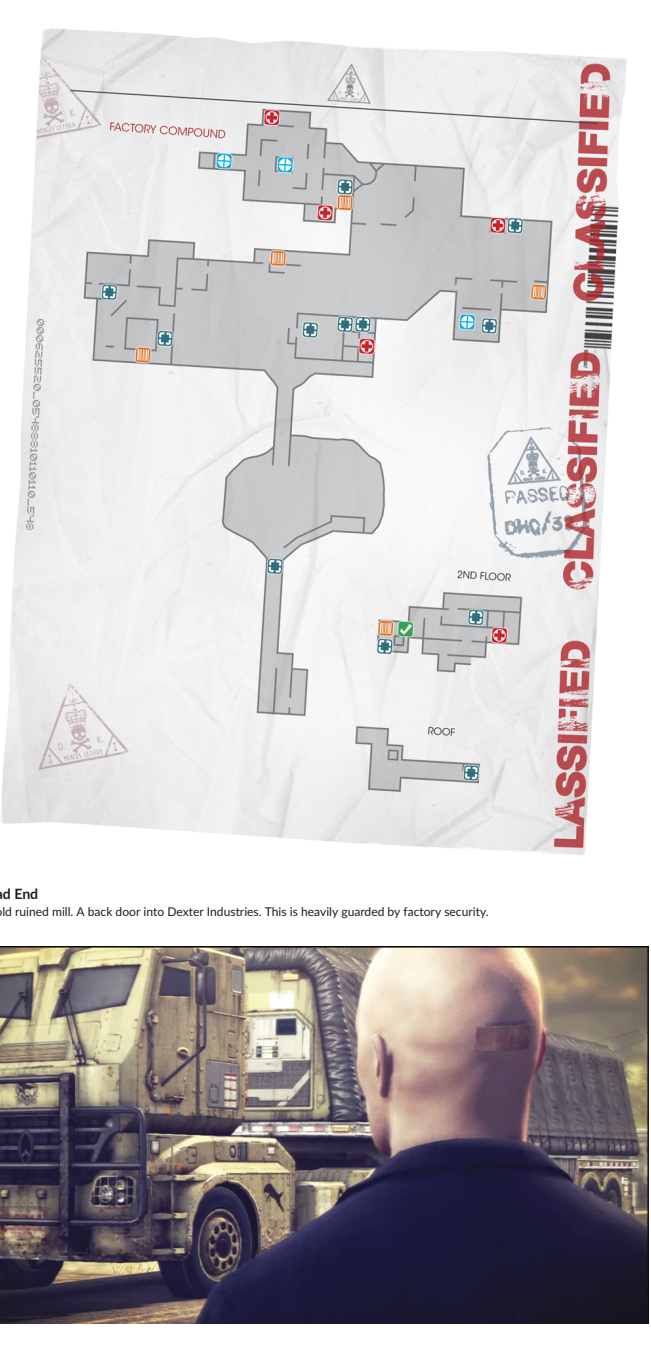
Initial Equipment

- Twin Silverballer Pistols
- Fiberwire



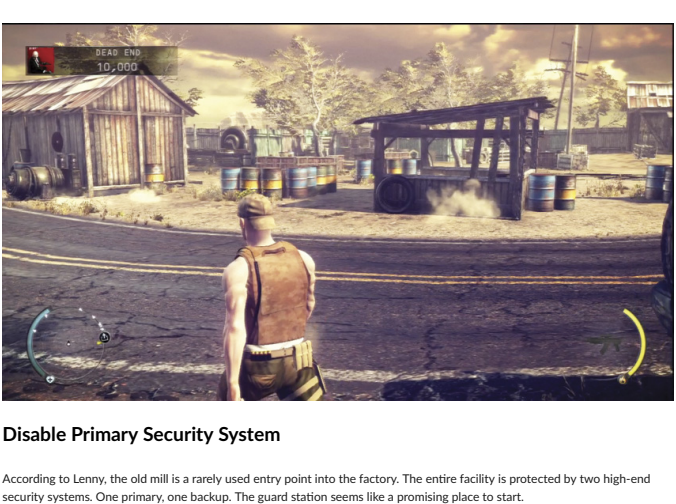


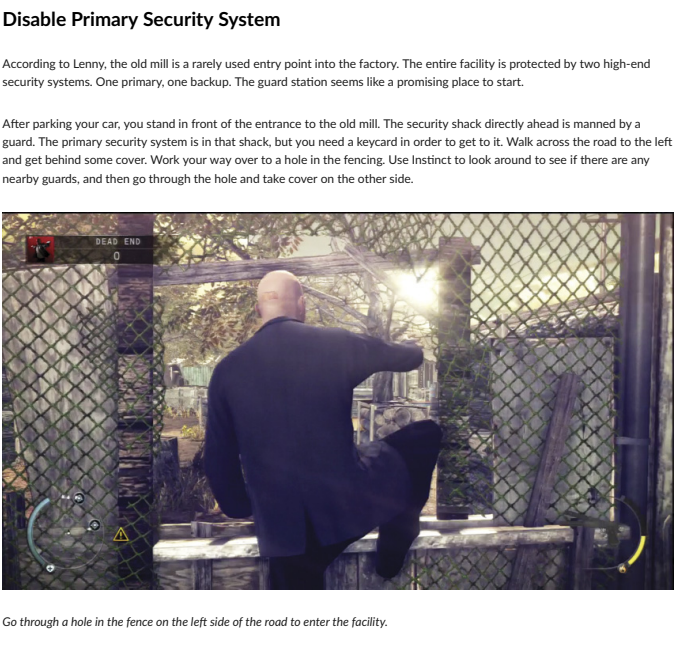




Dead End

An old ruined mill. A back door into Dexter Industries. This is heavily guarded by factory security.

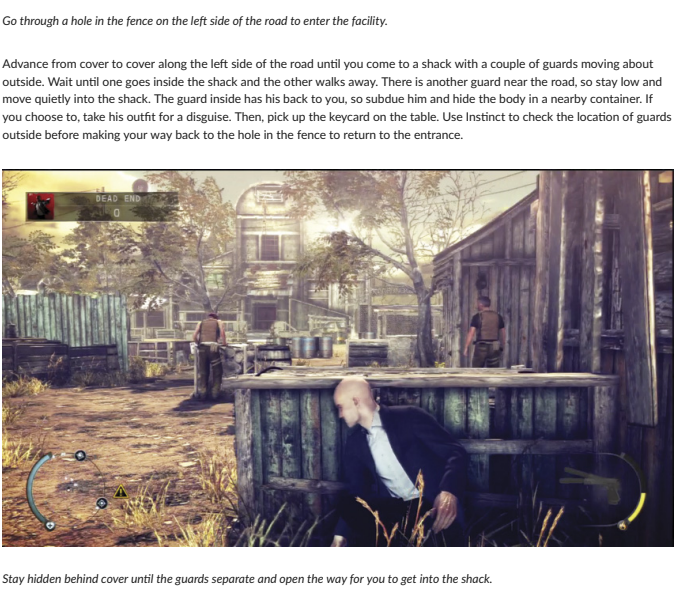




Disable Primary Security System

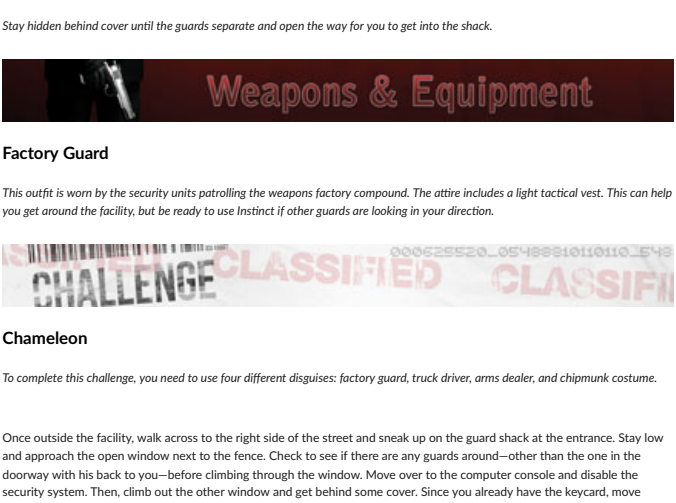
According to Lenny, the old mill is a rarely used entry point into the factory. The entire facility is protected by two high-end security systems. One primary, one backup. The guard station seems like a promising place to start.

After parking your car, you stand in front of the entrance to the old mill. The security shack directly ahead is manned by a guard. The primary security system is in that shack, but you need a keycard in order to get to it. Walk across the road to the left and get behind some cover. Work your way over to a hole in the fencing. Use Instinct to look around to see if there are any nearby guards, and then go through the hole and take cover on the other side.



Go through a hole in the fence on the left side of the road to enter the facility.

Advance from cover to cover along the left side of the road until you come to a shack with a couple of guards moving about outside. Wait until one goes inside the shack and the other walks away. There is another guard near the road, so stay low and move quietly into the shack. The guard inside has his back to you, so subdue him and hide the body in a nearby container. If you choose to, take his outfit for a disguise. Then, pick up the keycard on the table. Use Instinct to check the location of guards outside before making your way back to the hole in the fence to return to the entrance.



Stay hidden behind cover until the guards separate and open the way for you to get into the shack.

Weapons & Equipment

Factory Guard

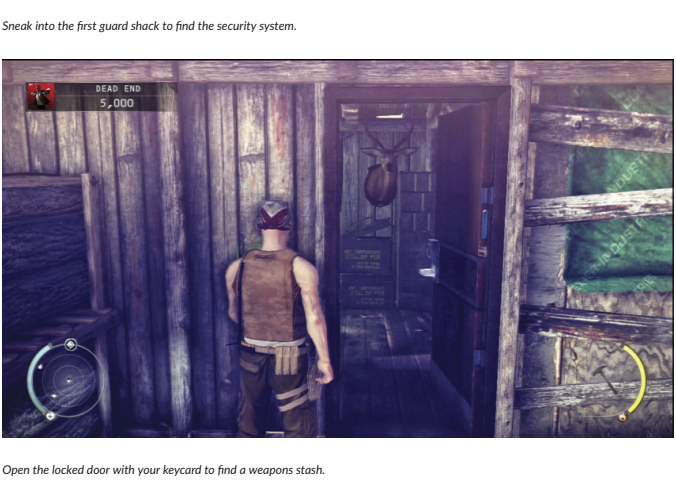
This outfit is worn by the security units patrolling the weapons factory compound. The attire includes a light tactical vest. This can help you get around the facility, but be ready to use Instinct if other guards are looking in your direction.

CHALLENGE

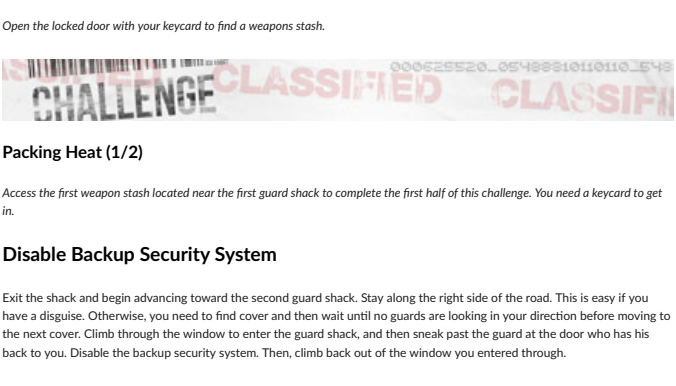
Chameleon

To complete this challenge, you need to use four different disguises: factory guard, truck driver, arms dealer, and chipmunk costume.

Once outside the facility, walk across to the right side of the street and sneak up on the guard shack at the entrance. Stay low and approach the open window next to the fence. Check to see if there are any guards around—other than the one in the doorway with his back to you—before climbing through the window. Move over to the computer console and disable the security system. Then, climb out the other window and get behind some cover. Since you already have the keycard, move across to the locked shack. Use the card to enter the shack and discover a weapons stash. Here, you can get a submachine gun and a proximity mine, as well as a factory guard disguise.



Sneak into the first guard shack to find the security system.



Open the locked door with your keycard to find a weapons stash.

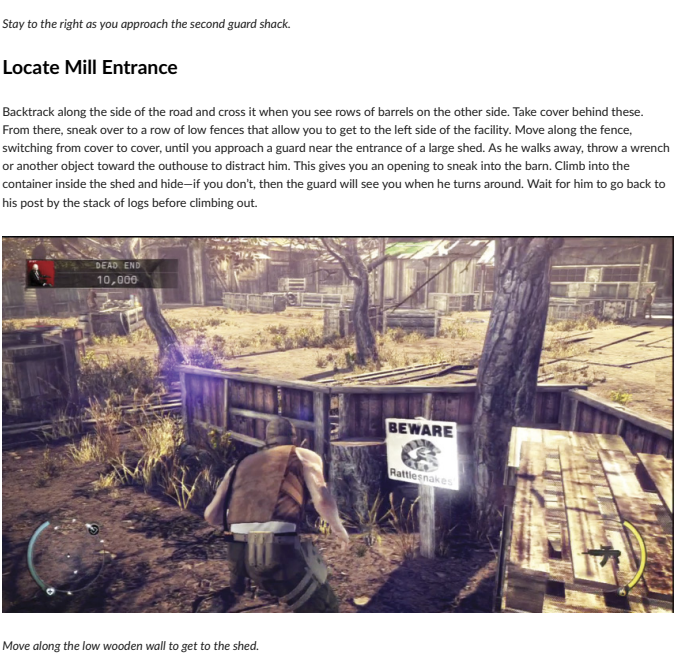
CHALLENGE

Packing Heat (1/2)

Access the first weapon stash located near the first guard shack to complete the first half of this challenge. You need a keycard to get in.

Disable Backup Security System

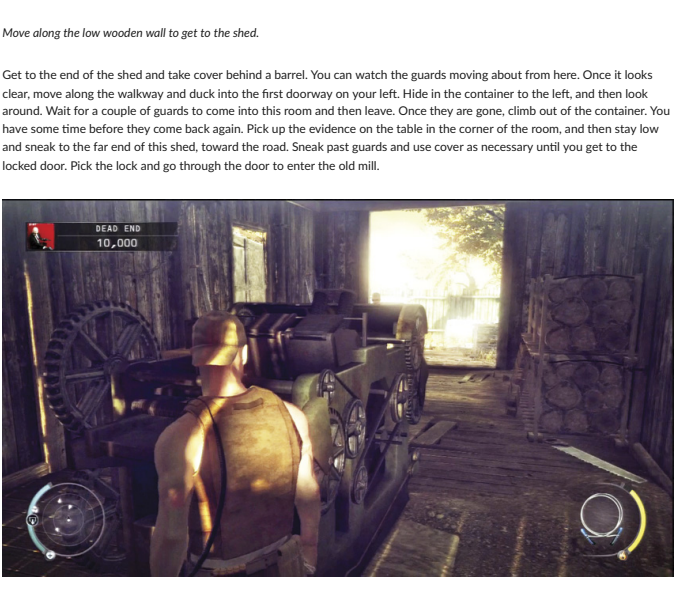
Exit the shack and begin advancing toward the second guard shack. Stay along the right side of the road. This is easy if you have a disguise. Otherwise, you need to find cover and then wait until no guards are looking in your direction before moving to the next cover. Climb through the window to enter the guard shack, and then sneak past the guard at the door who has his back to you. Disable the backup security system. Then, climb back out of the window you entered through.



Stay to the right as you approach the second guard shack.

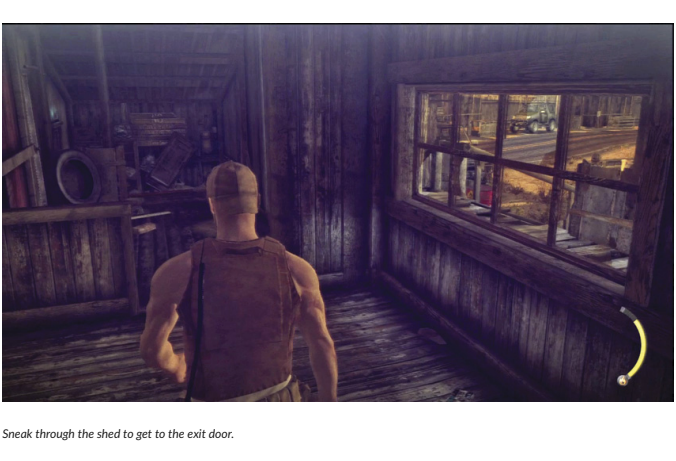
Locate Mill Entrance

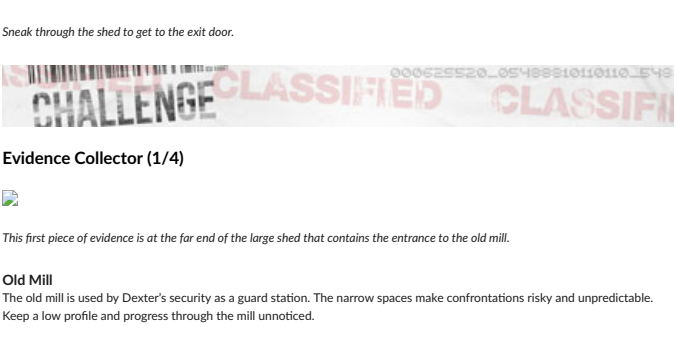
Backtrack along the side of the road and cross it when you see rows of barrels on the other side. Take cover behind these. From there, sneak over to a row of low fences that allow you to get to the left side of the facility. Move along the fence, switching from cover to cover, until you approach a guard near the entrance of a large shed. As he walks away, throw a wrench or another object toward the outhouse to distract him. This gives you an opening to sneak into the barn. Climb into the container inside the shed and hide—if you don't, then the guard will see you when he turns around. Wait for him to go back to his post by the stack of logs before climbing out.



Move along the low wooden wall to get to the shed.

Get to the end of the shed and take cover behind a barrel. You can watch the guards moving about from here. Once it looks clear, move along the walkway and duck into the first doorway on your left. Hide in the container to the left, and then look around. Wait for a couple of guards to come into this room and then leave. Once they are gone, climb out of the container. You have some time before they come back again. Pick up the evidence on the table in the corner of the room, and then stay low and sneak to the far end of this shed, toward the road. Sneak past guards and use cover as necessary until you get to the locked door. Pick the lock and go through the door to enter the old mill.





Sneak through the shed to get to the exit door.

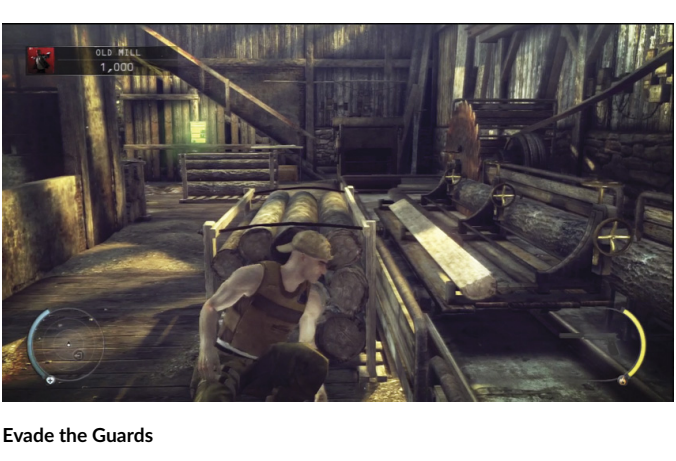
CHALLENGE

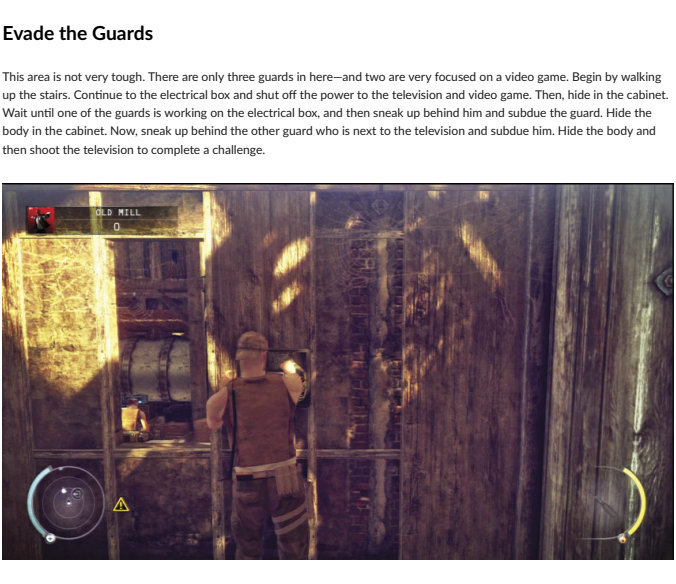
Evidence Collector (1/4)

This first piece of evidence is at the far end of the large shed that contains the entrance to the old mill.

Old Mill

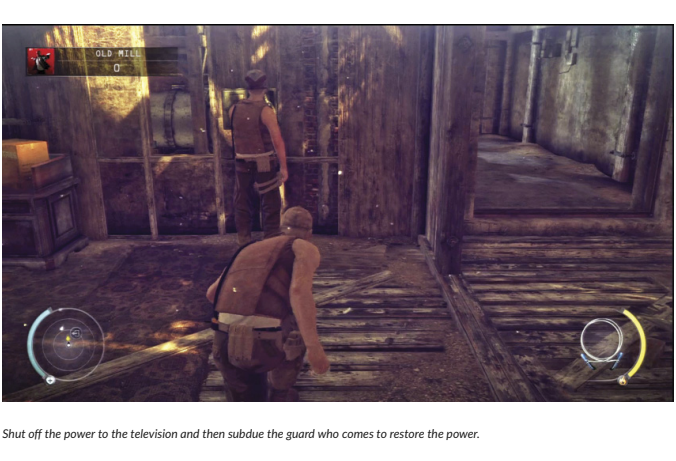
The old mill is used by Dexter's security as a guard station. The narrow spaces make confrontations risky and unpredictable. Keep a low profile and progress through the mill unnoticed.

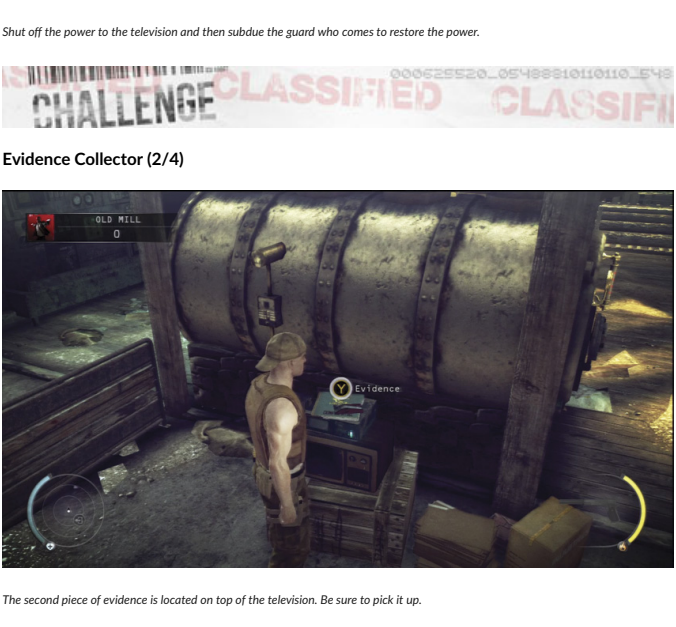




Evade the Guards

This area is not very tough. There are only three guards in here—and two are very focused on a video game. Begin by walking up the stairs. Continue to the electrical box and shut off the power to the television and video game. Then, hide in the cabinet. Wait until one of the guards is working on the electrical box, and then sneak up behind him and subdue the guard. Hide the body in the cabinet. Now, sneak up behind the other guard who is next to the television and subdue him. Hide the body and then shoot the television to complete a challenge.

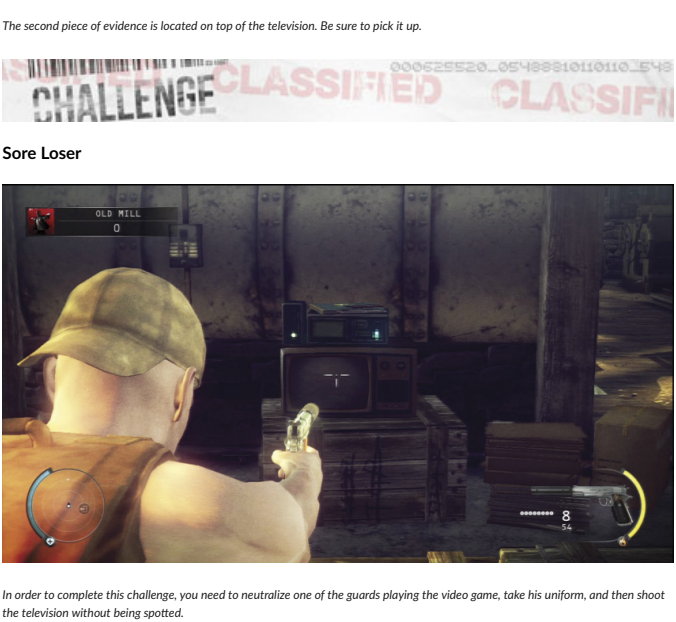




Shut off the power to the television and then subdue the guard who comes to restore the power.

CHALLENGE

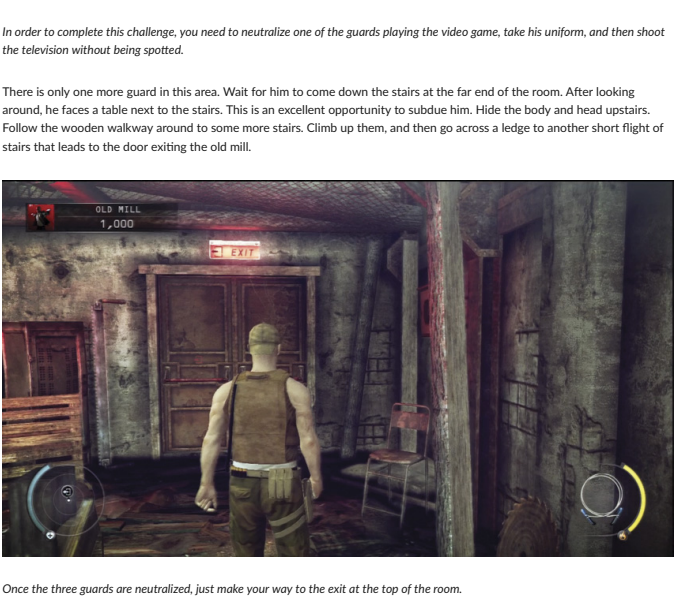
Evidence Collector (2/4)



The second piece of evidence is located on top of the television. Be sure to pick it up.

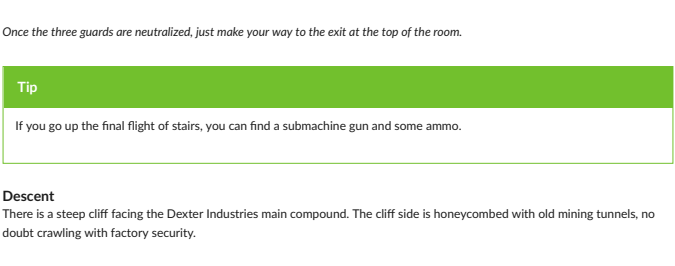
CHALLENGE

Sore Loser



In order to complete this challenge, you need to neutralize one of the guards playing the video game, take his uniform, and then shoot the television without being spotted.

There is only one more guard in this area. Wait for him to come down the stairs at the far end of the room. After looking around, he faces a table next to the stairs. This is an excellent opportunity to subdue him. Hide the body and head upstairs. Follow the wooden walkway around to some more stairs. Climb up them, and then go across a ledge to another short flight of stairs that leads to the door exiting the old mill.



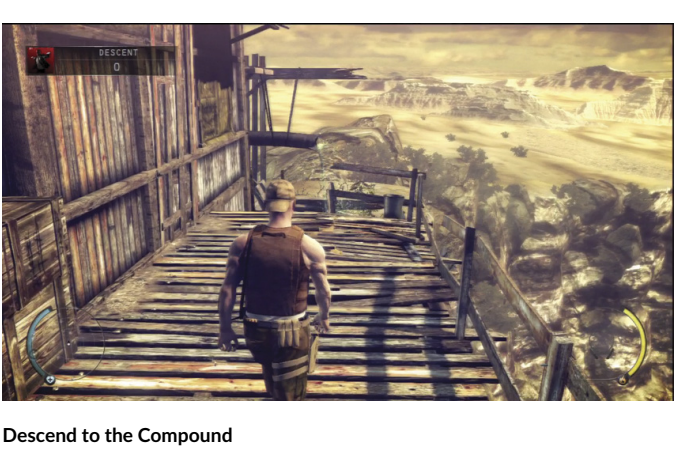
Once the three guards are neutralized, just make your way to the exit at the top of the room.

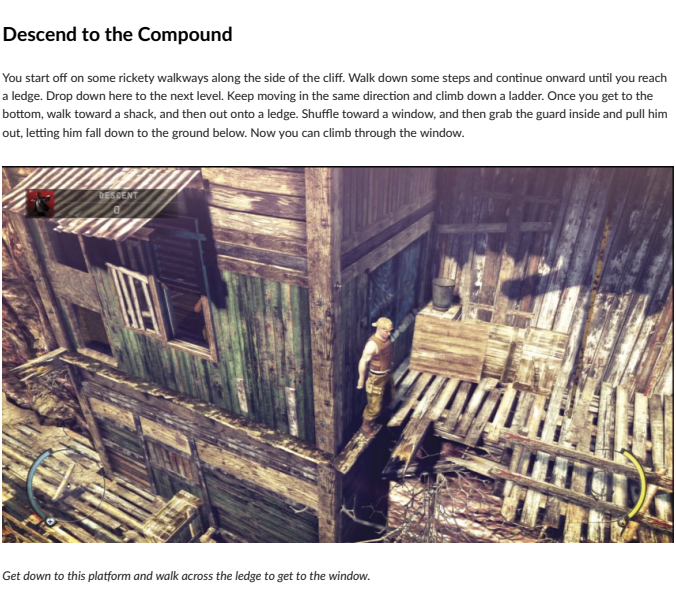
Tip

If you go up the final flight of stairs, you can find a submachine gun and some ammo.

Descent

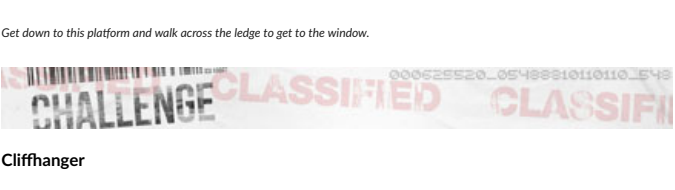
There is a steep cliff facing the Dexter Industries main compound. The cliff side is honeycombed with old mining tunnels, no doubt crawling with factory security.





Descend to the Compound

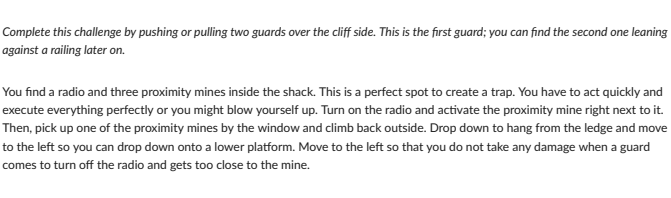
You start off on some rickety walkways along the side of the cliff. Walk down some steps and continue onward until you reach a ledge. Drop down here to the next level. Keep moving in the same direction and climb down a ladder. Once you get to the bottom, walk toward a shack, and then out onto a ledge. Shuffle toward a window, and then grab the guard inside and pull him out, letting him fall down to the ground below. Now you can climb through the window.



Get down to this platform and walk across the ledge to get to the window.

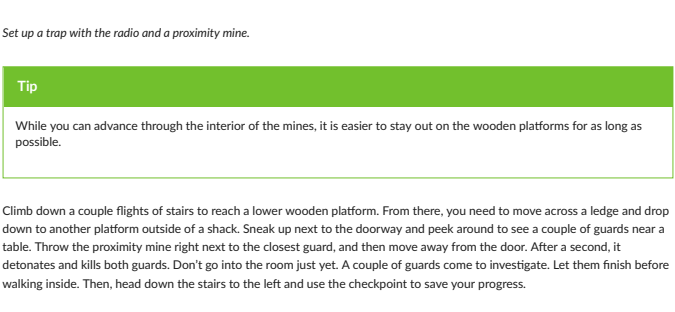
CHALLENGE

Cliffhanger



Complete this challenge by pushing or pulling two guards over the cliff side. This is the first guard; you can find the second one leaning against a railing later on.

You find a radio and three proximity mines inside the shack. This is a perfect spot to create a trap. You have to act quickly and execute everything perfectly or you might blow yourself up. Turn on the radio and activate the proximity mine right next to it. Then, pick up one of the proximity mines by the window and climb back outside. Drop down to hang from the ledge and move to the left so you can drop down onto a lower platform. Move to the left so that you do not take any damage when a guard comes to turn off the radio and gets too close to the mine.

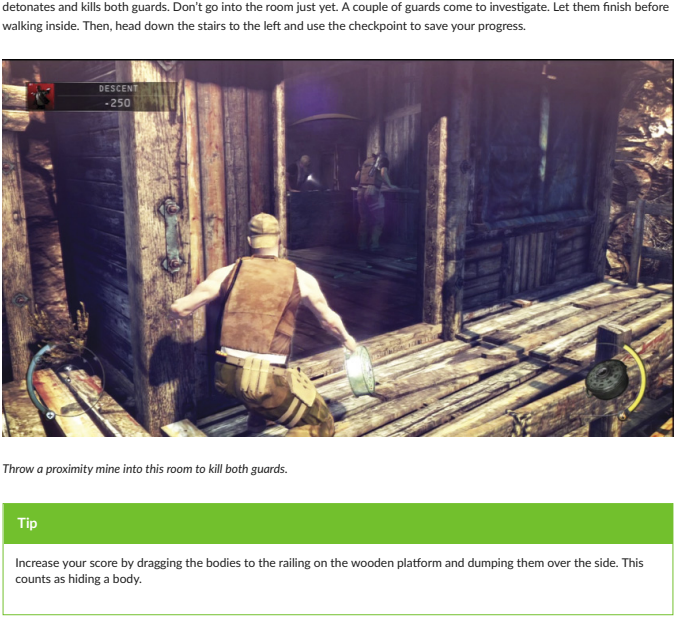


Set up a trap with the radio and a proximity mine.

Tip

While you can advance through the interior of the mines, it is easier to stay out on the wooden platforms for as long as possible.

Climb down a couple flights of stairs to reach a lower wooden platform. From there, you need to move across a ledge and drop down to another platform outside of a shack. Sneak up next to the doorway and peek around to see a couple of guards near a table. Throw the proximity mine right next to the closest guard, and then move away from the door. After a second, it detonates and kills both guards. Don't go into the room just yet. A couple of guards come to investigate. Let them finish before walking inside. Then, head down the stairs to the left and use the checkpoint to save your progress.



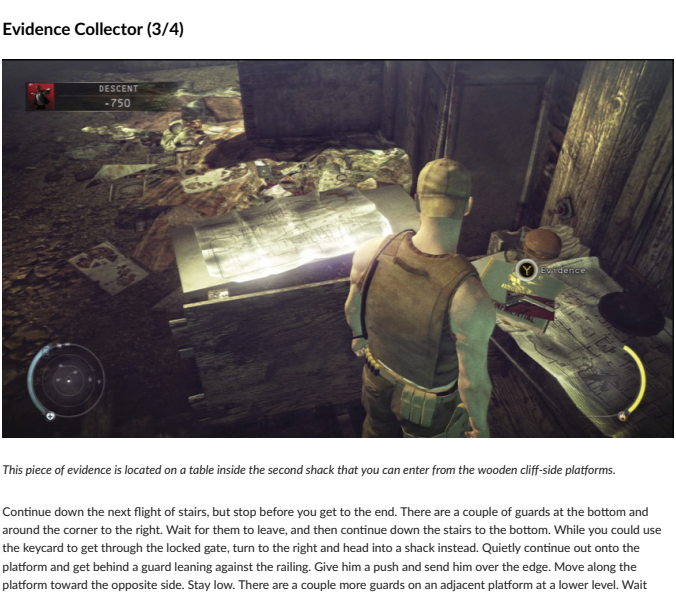
Throw a proximity mine into this room to kill both guards.

Tip

Increase your score by dragging the bodies to the railing on the wooden platform and dumping them over the side. This counts as hiding a body.

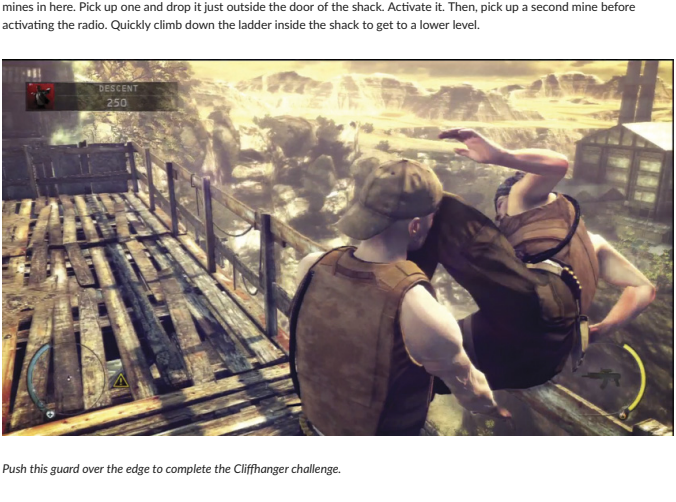
CHALLENGE

Evidence Collector (3/4)

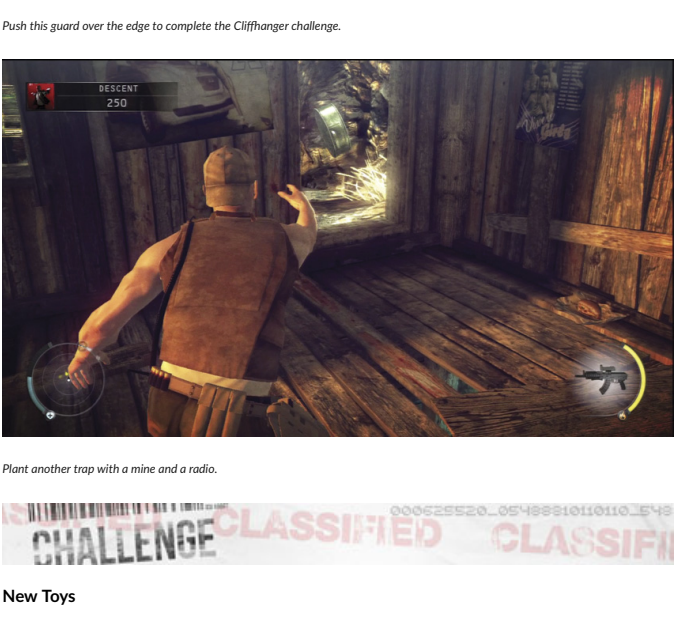


This piece of evidence is located on a table inside the second shack that you can enter from the wooden cliff-side platforms.

Continue down the next flight of stairs, but stop before you get to the end. There are a couple of guards at the bottom and around the corner to the right. Wait for them to leave, and then continue down the stairs to the bottom. While you could use the keycard to get through the locked gate, turn to the right and head into a shack instead. Quietly continue out onto the platform and get behind a guard leaning against the railing. Give him a push and send him over the edge. Move along the platform toward the opposite side. Stay low. There are a couple more guards on an adjacent platform at a lower level. Wait until they are not looking at you, and then move across a cliffside walkway to get into the next shack. There are more proximity mines in here. Pick up one and drop it just outside the door of the shack. Activate it. Then, pick up a second mine before activating the radio. Quickly climb down the ladder inside the shack to get to a lower level.



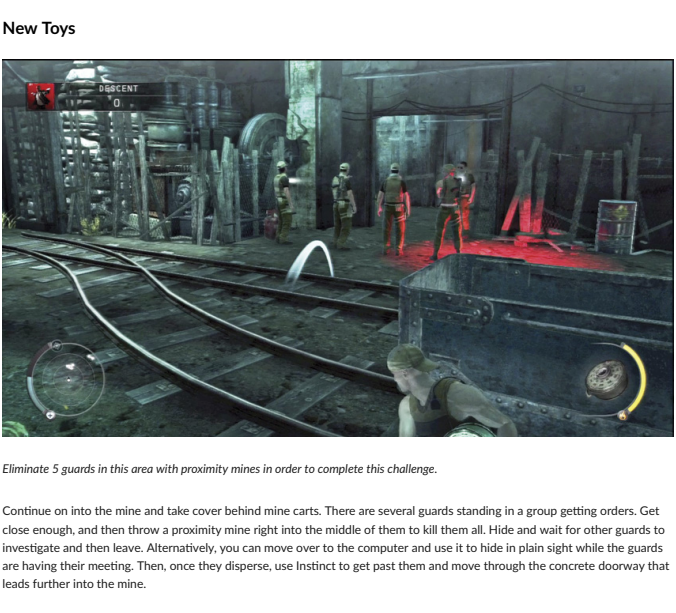
Push this guard over the edge to complete the Cliffhanger challenge.



Plant another trap with a mine and a radio.

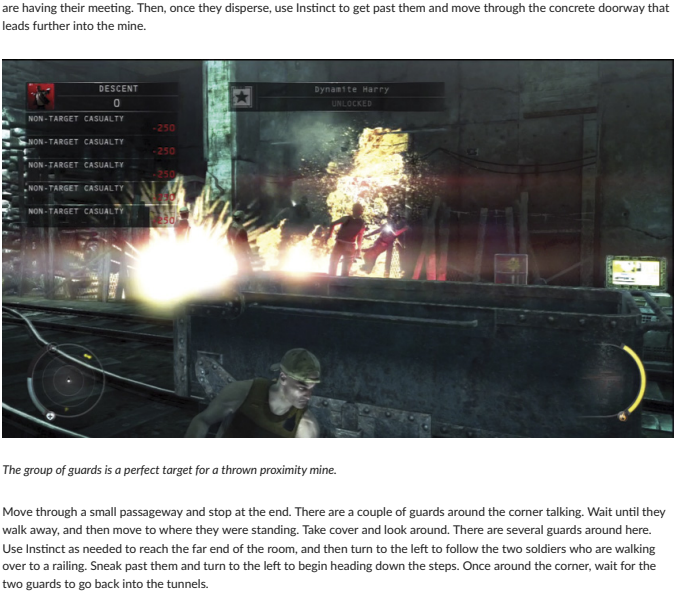
CHALLENGE

New Toys



Eliminate 5 guards in this area with proximity mines in order to complete this challenge.

Continue on into the mine and take cover behind mine carts. There are several guards standing in a group getting orders. Get close enough, and then throw a proximity mine right into the middle of them to kill them all. Hide and wait for other guards to investigate and then leave. Alternatively, you can move over to the computer and use it to hide in plain sight while the guards are having their meeting. Then, once they disperse, use Instinct to get past them and move through the concrete doorway that leads further into the mine.

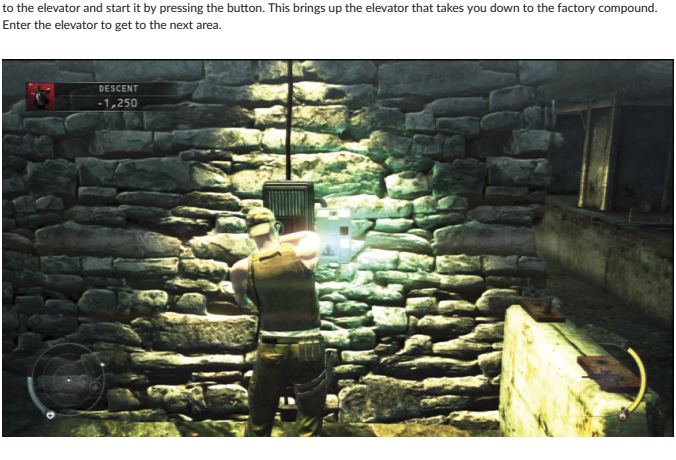


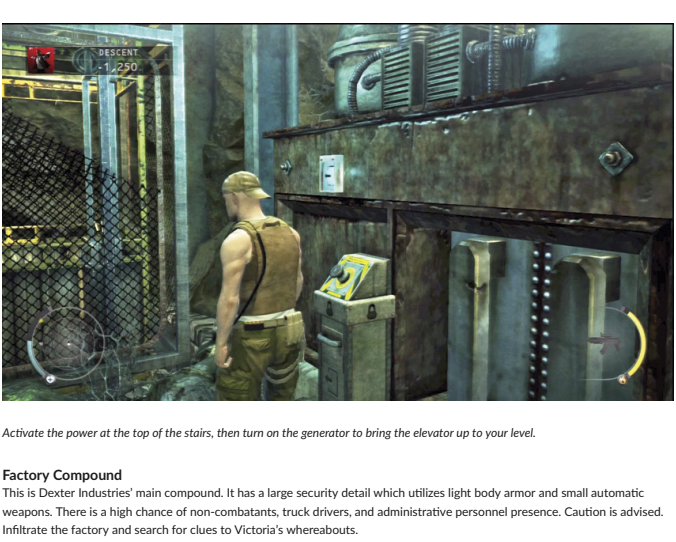
The group of guards is a perfect target for a thrown proximity mine.

Move through a small passageway and stop at the end. There are a couple of guards around the corner talking. Wait until they walk away, and then move to where they were standing. Take cover and look around. There are several guards around here. Use Instinct as needed to reach the far end of the room, and then turn to the left to follow the two soldiers who are walking over to a railing. Sneak past them and turn to the left to begin heading down the steps. Once around the corner, wait for the two guards to go back into the tunnels.

Restore Power to the Elevator

Once the guards leave, walk back up the stairs and move past the spot where the guards were standing. Activate the electricity at the power box, and then head back down the stairs, taking them all the way to the bottom. Continue to the generator next to the elevator and start it by pressing the button. This brings up the elevator that takes you down to the factory compound. Enter the elevator to get to the next area.

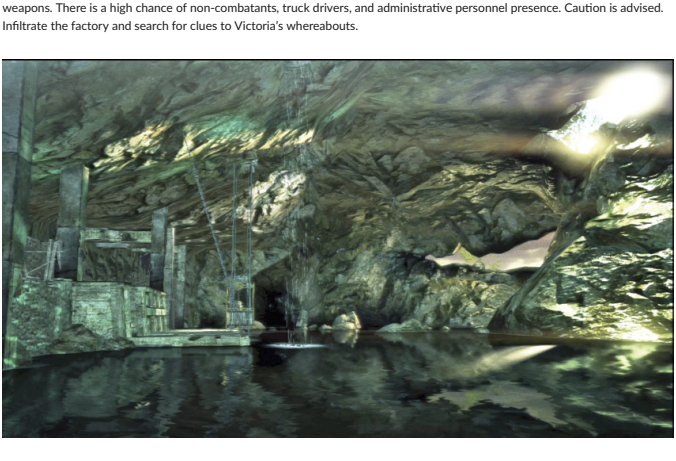


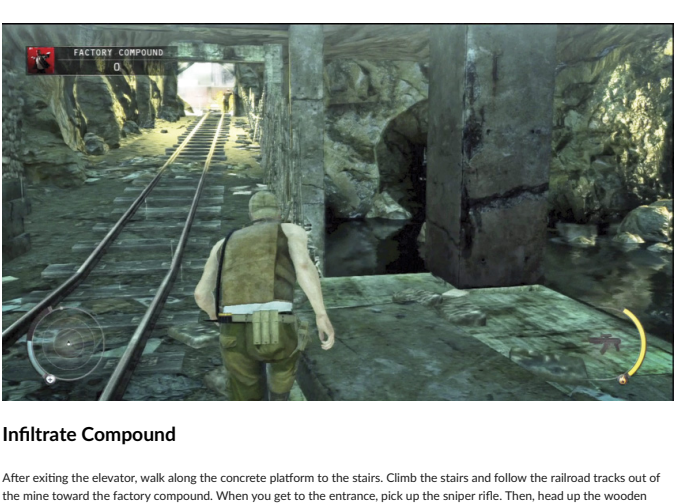


Activate the power at the top of the stairs, then turn on the generator to bring the elevator up to your level.

Factory Compound

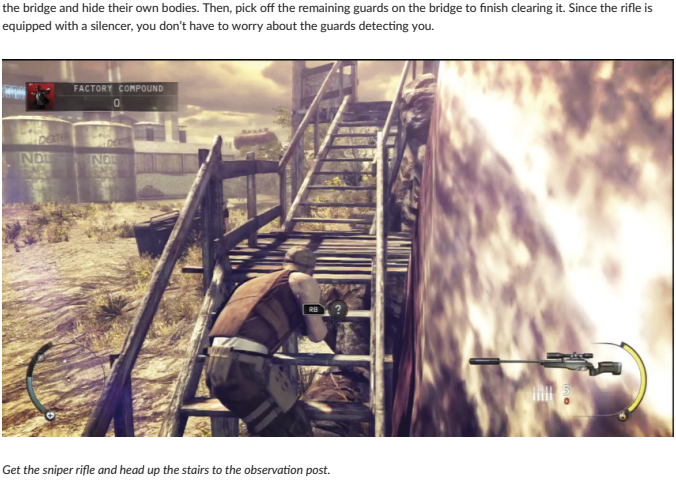
This is Dexter Industries' main compound. It has a large security detail which utilizes light body armor and small automatic weapons. There is a high chance of non-combatants, truck drivers, and administrative personnel presence. Caution is advised. Infiltrate the factory and search for clues to Victoria's whereabouts.



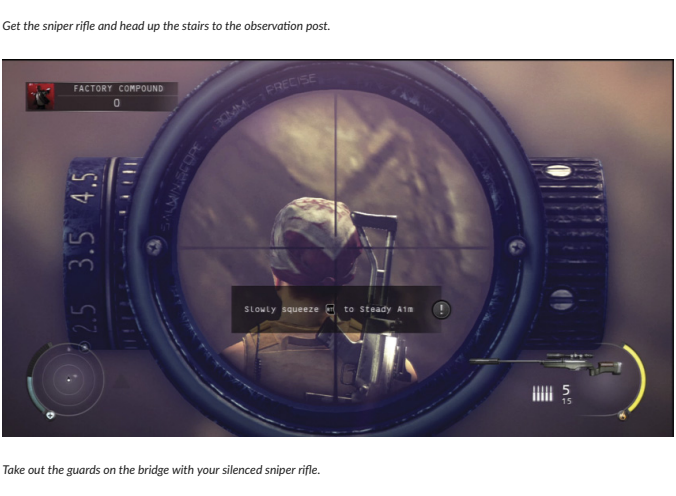


Infiltrate Compound

After exiting the elevator, walk along the concrete platform to the stairs. Climb the stairs and follow the railroad tracks out of the mine toward the factory compound. When you get to the entrance, pick up the sniper rifle. Then, head up the wooden stairs to an observation post. Crouch down and take cover behind a low wall, and then take aim at the guards on the bridge. Take your time and make headshots. Start off by shooting the guards on the opposite side of the bridge so that they fall off of the bridge and hide their own bodies. Then, pick off the remaining guards on the bridge to finish clearing it. Since the rifle is equipped with a silencer, you don't have to worry about the guards detecting you.



Get the sniper rifle and head up the stairs to the observation post.



Take out the guards on the bridge with your silenced sniper rifle.

Achievements

Step into the Light Exit the mines to earn this award.

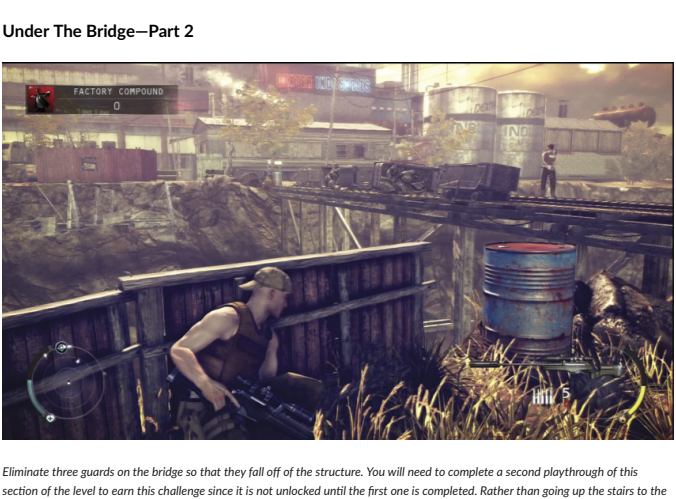
CHALLENGE

Under The Bridge—Part 1

Eliminate one of the guards on the bridge so that he falls off of the structure. This is an easy challenge to complete during your first playthrough.

CHALLENGE

Under The Bridge—Part 2



Eliminate three guards on the bridge so that they fall off of the structure. You will need to complete a second playthrough of this section of the level to earn this challenge since it is not unlocked until the first one is completed. Rather than going up the stairs to the observation post, move to the left side of the tracks and kill any of the guards on the right side of the bridge. Then, move to the observation post to kill the guards on the left side of the bridge. Be patient; they may move around once you start shooting.

CHALLENGE

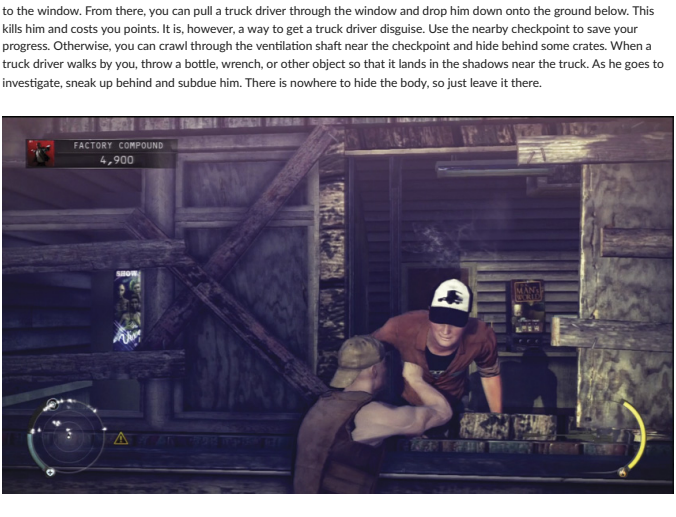
Under The Bridge—Part 3

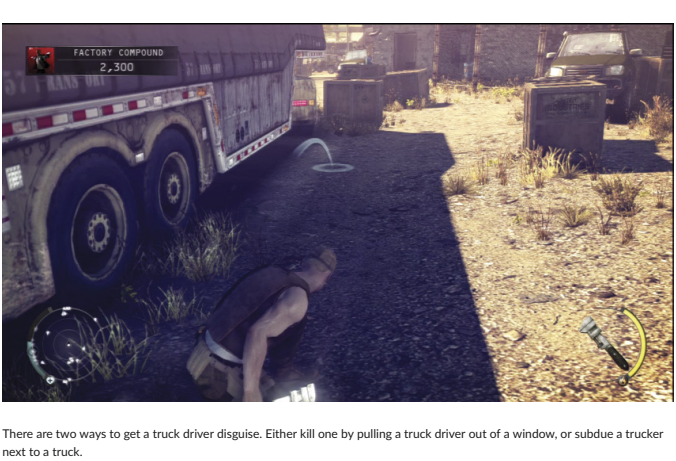
Eliminate three guards on the bridge within 15 seconds. This must be attempted after completing the second part of this challenge during a third playthrough. You don't have to worry about the bodies falling over the side, just kill three guards quickly to complete this challenge.

Tip

If you want to get across the bridge without killing the guards, sneak up to the bridge and drop down onto the ledge on either side. Make your way across the bridge hand over hand—right under their noses.

Once the bridge is clear of guards, move across it. On the other side, move to the right and quickly jump up onto the ledge next to the window. From there, you can pull a truck driver through the window and drop him down onto the ground below. This kills him and costs you points. It is, however, a way to get a truck driver disguise. Use the nearby checkpoint to save your progress. Otherwise, you can crawl through the ventilation shaft near the checkpoint and hide behind some crates. When a truck driver walks by you, throw a bottle, wrench, or other object so that it lands in the shadows near the truck. As he goes to investigate, sneak up behind and subdue him. There is nowhere to hide the body, so just leave it there.





There are two ways to get a truck driver disguise. Either kill one by pulling a truck driver out of a window, or subdue a trucker next to a truck.

Get to the Main Lobby

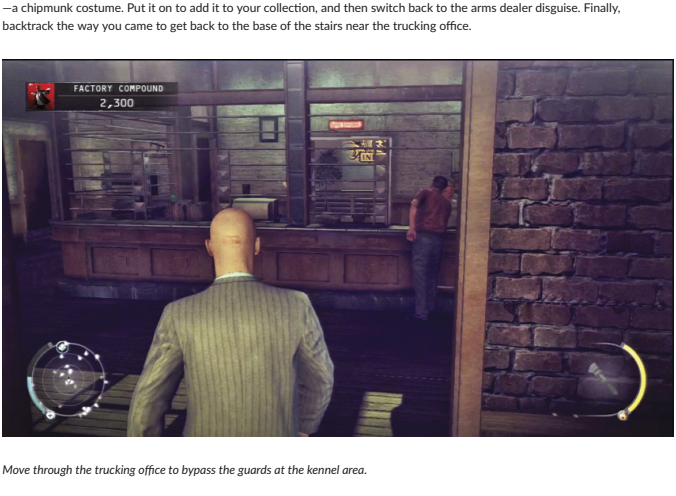
While wearing the trucker disguise, get to the right side of the compound after passing the canteen. There is a building to the right of the truck. Enter it and make sure you have an object to throw as a distraction. Move near the large front doorway and wait for an arms dealer in a suit to walk by while talking on a phone. Throw the object so that it lands inside the building, out of sight to people outside of the building. When the arms dealer moves inside, sneak up behind him and subdue him. Take his outfit, and then drag the body into a container just outside of the building. You now have an almost all-access pass.

Weapons & Equipment

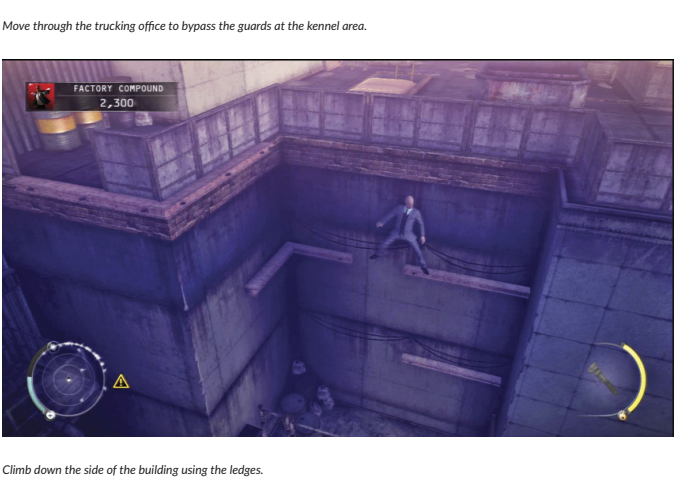
Arms Dealer

This is a unique outfit worn by a VIP client of Dexter Industries. It can get you into most places, including the main lobby.

While you can go directly into the main lobby of Dexter Industries, first spend some time looking around and completing challenges. If you do not have a keycard, you can find one in the brick building where you ambushed the arms dealer. It is on a table in the back of the building. Walk toward the left side of the compound. Continue past the main entrance of the offices and climb up some stairs on the outside of the building. This leads to the trucking office. Continue through the door to the left and into a storage room where there is another checkpoint for saving your progress. Climb up the ladder to get onto the roof. There is a small room on the rooftop with explosives and guns. Take what you need, and then go to the edge of the roof overlooking the kennel area on the far left side of the compound. Climb down a series of ledges to get into the compound. Since it is restricted, you can't enter through the front gate. Follow the path to a shack in the back right corner with a locked door. Use your keycard to get into the second weapon stash. In addition to weapons, you can also find the fourth disguise here—a chipmunk costume. Put it on to add it to your collection, and then switch back to the arms dealer disguise. Finally, backtrack the way you came to get back to the base of the stairs near the trucking office.



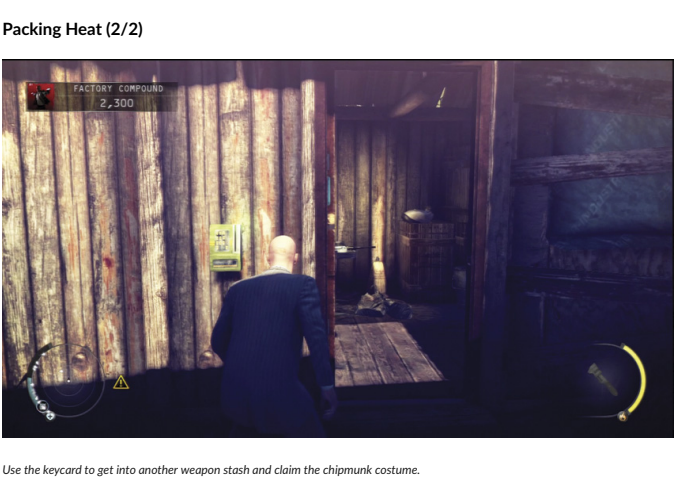
Move through the trucking office to bypass the guards at the kennel area.



Climb down the side of the building using the ledges.

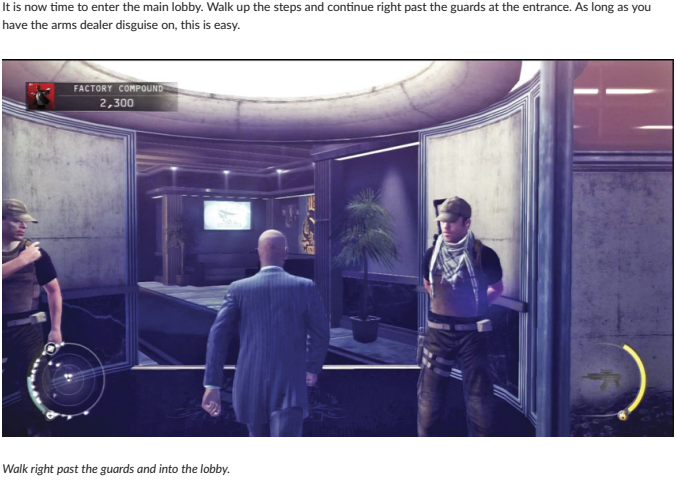
CHALLENGE

Packing Heat (2/2)



Use the keycard to get into another weapon stash and claim the chipmunk costume.

It is now time to enter the main lobby. Walk up the steps and continue right past the guards at the entrance. As long as you have the arms dealer disguise on, this is easy.



Walk right past the guards and into the lobby.

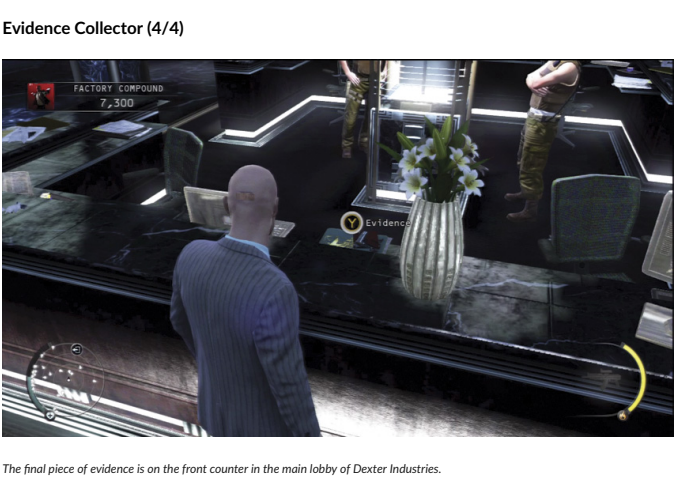
Access the Elevator

The main lobby is the public face of Dexter Industries. A thriving corporation, the pride of Hope offers nametags and guided tours. Victoria will not be here. The truth, as always, will be hidden somewhere beneath the surface. You need to access the underground facility.

Walk up to the front counter and pick up the evidence there. Then, continue on to the elevator at the back of the lobby. Call the elevator to your floor. There is a guard inside. Wait for him to leave, and then enter the elevator to complete the level.

CHALLENGE

Evidence Collector (4/4)



The final piece of evidence is on the front counter in the main lobby of Dexter Industries.

CHALLENGE

Infiltration

Gain access to Dexter Industries (finish the level) in order to complete this challenge.

CHALLENGE

Seal The Deal

Finish the level while wearing the arms dealer disguise without being spotted to complete this challenge.

CHALLENGE

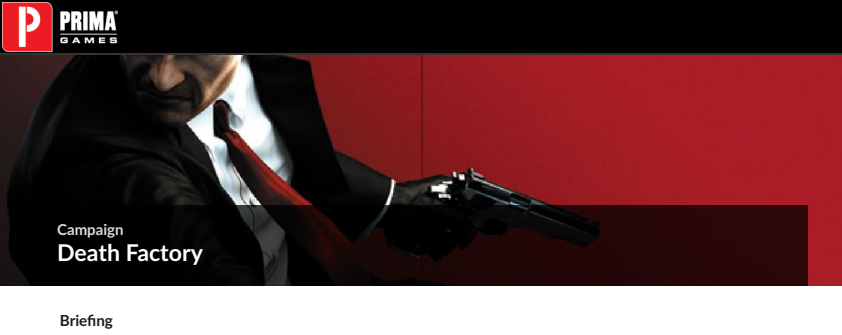
Suit Only

The first three parts of this level are not that tough while wearing only your suit. The Factory Compound section, however, is more difficult. Clear the bridge with the sniper rifle, and then go through the ventilation shaft to get underneath the canteen. Continue through the brick building and move across to the right of the guard shack. Sabotage the power. When the guard comes out to investigate, climb through the window and exit through the window on the opposite side. Stay near the walls of the buildings as you make your way to the main entrance. Get to a position where you can see both guards at the entrance, and then use point shooting to kill them in quick succession. Rush into the entrance, past the bodies, and stay low. As you get into the lobby, take cover behind the displays. You can get proximity mines from some of the displays, if necessary. Move to the right side of the lobby so that you can get into the side room. There is a guard here that you can subdue. Hide the body. Then, work your way around to the elevator. When the door opens, subdue the guard inside and ride the elevator to the next level.

CHALLENGE

Mastery: Dexter Industries

Complete all challenges to earn this final challenge.



Campaign

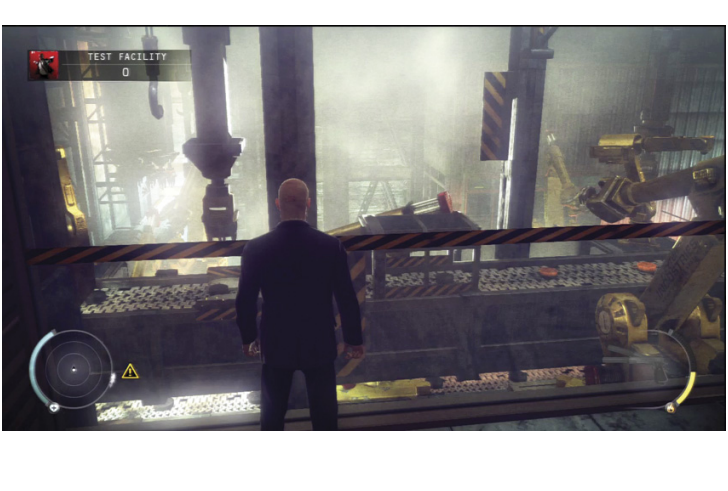
Death Factory

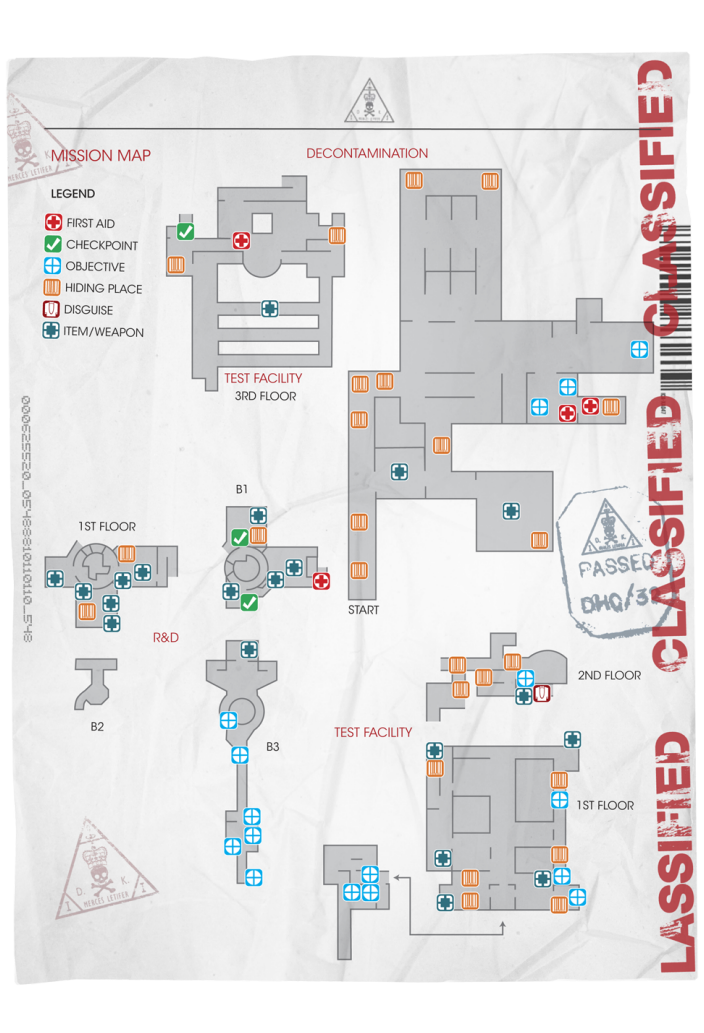
Briefing
I am getting closer. This is the black heart of Dexter Industries. Part of me dreads what I might find down here. Human experiments…children as weapons? This is all too close for comfort. All the more reason to pull the plug. I will find Victoria and destroy all of the data that Dexter's researchers have uncovered. This ends here.

Initial Equipment

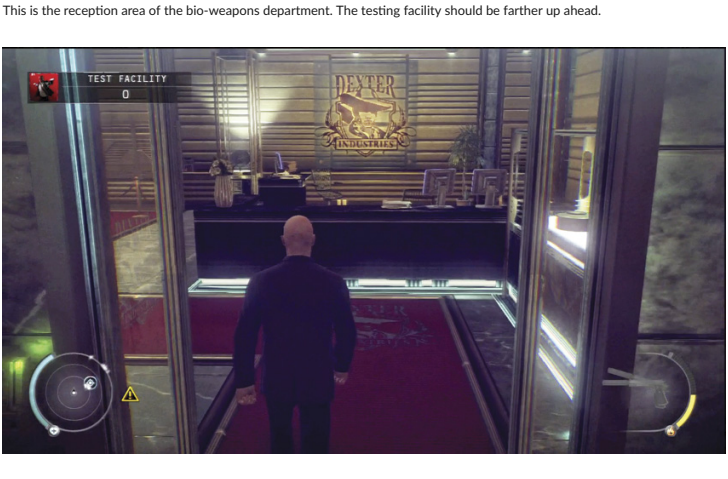
- Twin Silverballer Pistols
- Fiberwire

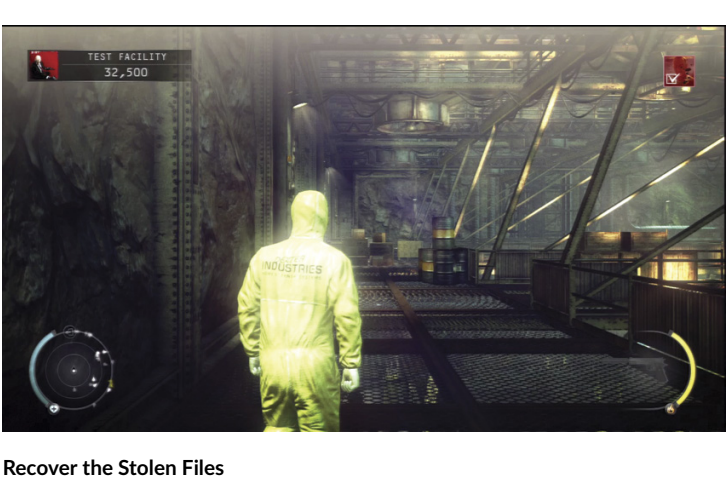
TEST FACILITY
0





Test Facility
This is the reception area of the bio-weapons department. The testing facility should be farther up ahead.

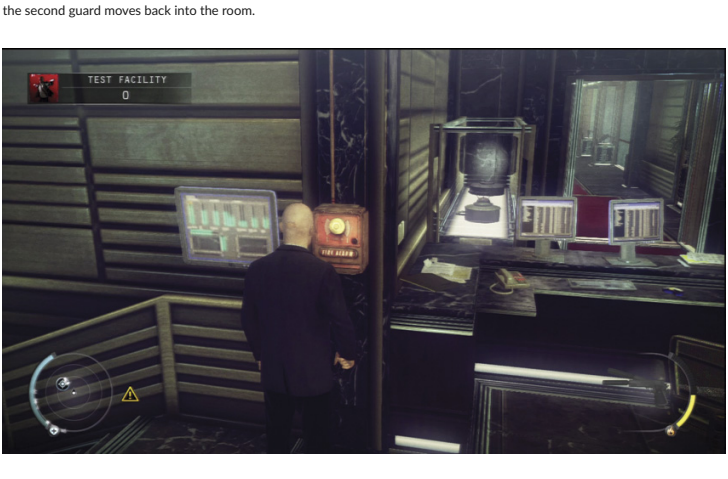


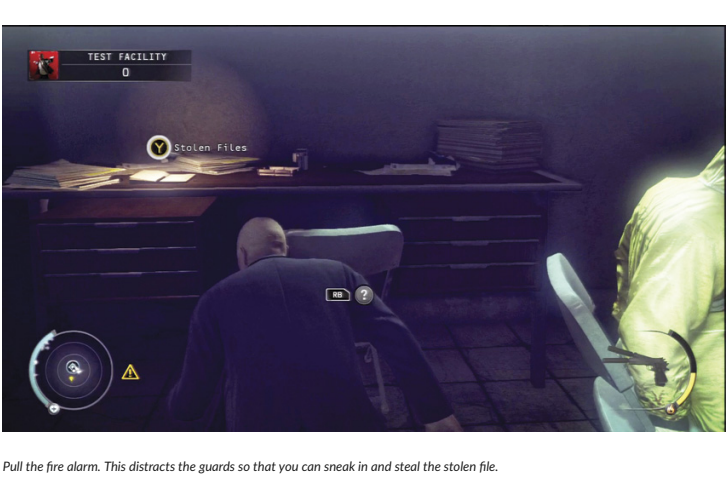


Recover the Stolen Files

The insider managed to infiltrate something called the silo facility, where he apparently saw Victoria. No doubt Blake Dexter's biological lab. You need to secure the secret files he stole.

You begin at the end of a long hallway. First, you need to get the stolen files that are in a room with a couple guards who are interrogating someone. Use stealth to acquire the files. Walk to the end of the hall and then around the corner to a fire alarm. Pull on the alarm and then get behind the counter in front of the door to the room where the guards are. Wait for one of the guards to come out to turn off the alarm. Stay low and sneak into the room. The guard inside is looking away from the door, so he won't see you. Pick up the files on the desk to the left and then get out of the room and hide behind the counter again until the second guard moves back into the room.



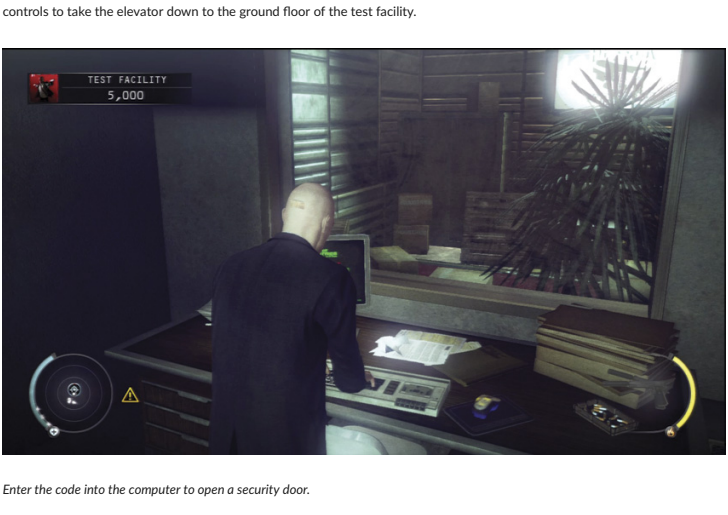


Pull the fire alarm. This distracts the guards so that you can sneak in and steal the stolen file.

Access the Test Facility

According to the files recovered by Floyd Wilson, the bio-weapons department is inside Dexter's factory. The hidden entrance can be opened from a nearby computer console using the security code 270105. The files also indicate that three scientists are controlling the bio-weapons facility: Dr. Green, Dr. Valentine, and Dr. Ashford. All three play a key role in the experiments on Victoria. All three will have to die.

Within the files is a code that you need to access the test facility. Move back toward the hallway and turn left to enter a small door. Walk in and don't worry about being seen. The guards in the other room are on the other side of a one-way mirror. Pick up a keycard on a desk, and then enter the code into the computer to open the door to the test facility. Next, head out the door and walk to the left. Follow the walkway around and pass through a pair of doors to reach an elevator. Activate the controls to take the elevator down to the ground floor of the test facility.

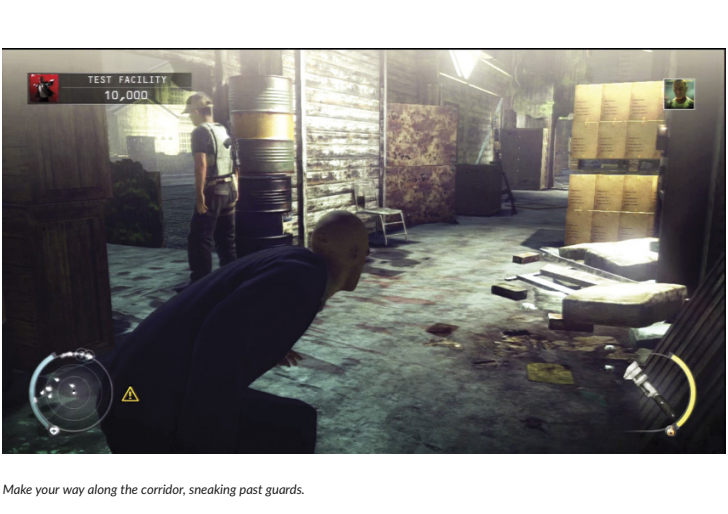


Enter the code into the computer to open a security door.

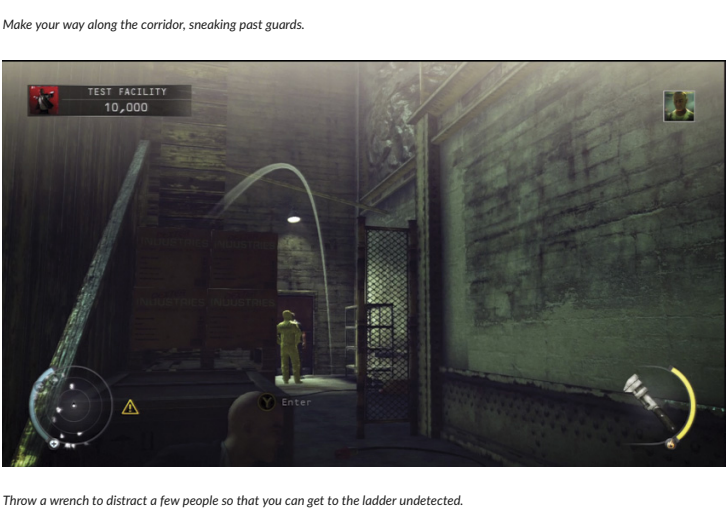
Disable Security System

The test facility is protected by a high-grade security system. There is no chance of moving on without disabling it.

Once the elevator comes to a stop, exit it and take cover. If you want a folding knife, there is one to the left, but you don't need it yet. Instead, head to the right and pick up the wrench along the way. When you get to the far right side, you find a corridor that leads to the rear of the facility where the control room is located. Take cover behind a yellow cabinet and wait for the two guards up ahead finish their conversation. Then, move along toward the end of the corridor. Pick up an assault rifle along the way. When you near the end, you come across a guard who is standing next to a door while talking to a scientist. Take cover next to a container on the left side of the corridor. Throw the wrench into the corner to the right of the door. When both look at the wrench, move forward and climb the ladder on the right side to get up to the catwalks at the upper level of the facility.



Make your way along the corridor, sneaking past guards.

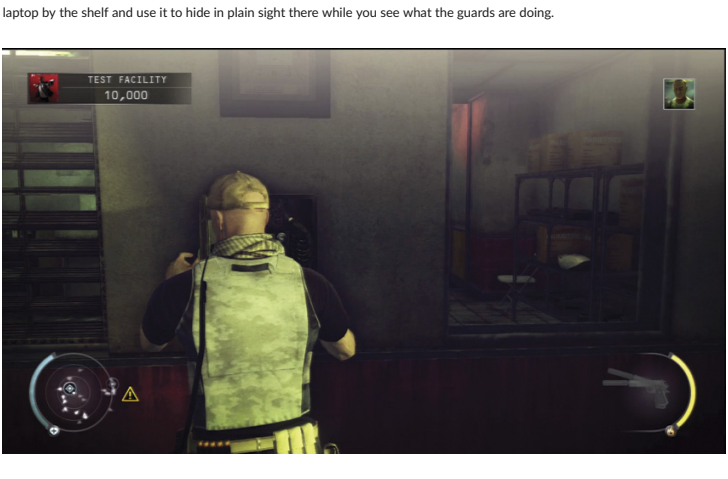


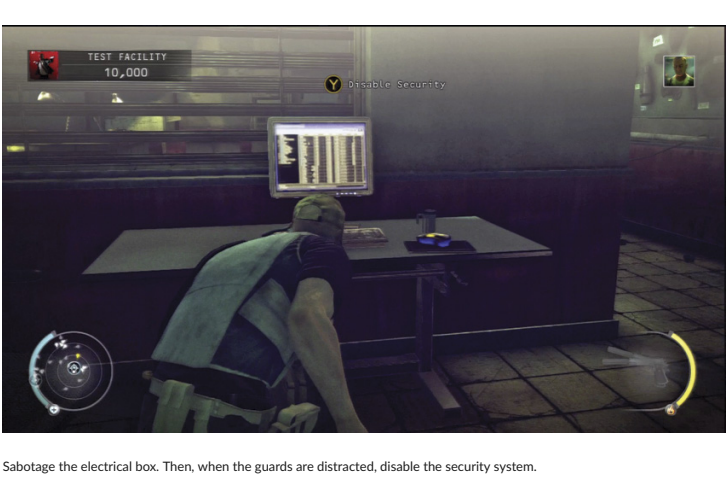
Throw a wrench to distract a few people so that you can get to the ladder undetected.

Tip

If you choose to subdue the guard, you can hide his body in a nearby container. Then, enter the room he was guarding. Inside you can find six remote explosives.

Once on the catwalk, take cover behind one of the low walls along the railings. From there, go through the doorway in the far right corner of the facility to enter the control area. Stay low and head down the stairs to come up behind a couple of guards. There is a disguise on the shelf behind them. Put it on to begin working on one of the challenges. Also, pick up the proximity detector on the shelf; you will need it later. Climb through the window into another room. There is an electrical box there. Sabotage it to shut off the power to the television that the guards are watching, and then quickly climb back through the window. As they leave the room, move to the computer on the desk and disable the security system. Then, go back to the laptop by the shelf and use it to hide in plain sight there while you see what the guards are doing.





Sabotage the electrical box. Then, when the guards are distracted, disable the security system.

CHALLENGE

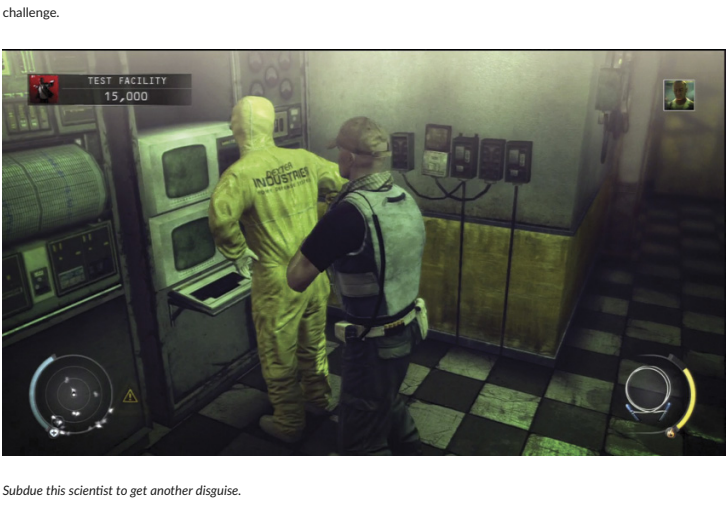
Chameleon

In order to complete this challenge, you need to acquire three different disguises: factory guard, scientist, and researcher. You can get the first two in the first area.

Eliminate Dr. Green

Dr. Marcus Green. Disliked by colleagues. Ambitious. Sociopathic. Irrational hatred of pigs caused by childhood trauma. His erratic behavior poses an imminent threat to Victoria. His death will be no great loss to humanity.

One of the guards leaves the area while the other returns to his post near the computer after restoring the power. Climb back through the window and sneak up behind the scientist in the yellow suit. Use Instinct to look around and ensure that there is no one around or headed in your direction. Then, subdue the scientist and use his suit as a disguise. While you can hide the body in the nearby container, you can also make sure that no one is outside and drag the body through the door to the right of the container. Dump it over the railing and into the pool of blood where the pig carcasses are deposited to complete a challenge.



Subdue this scientist to get another disguise.

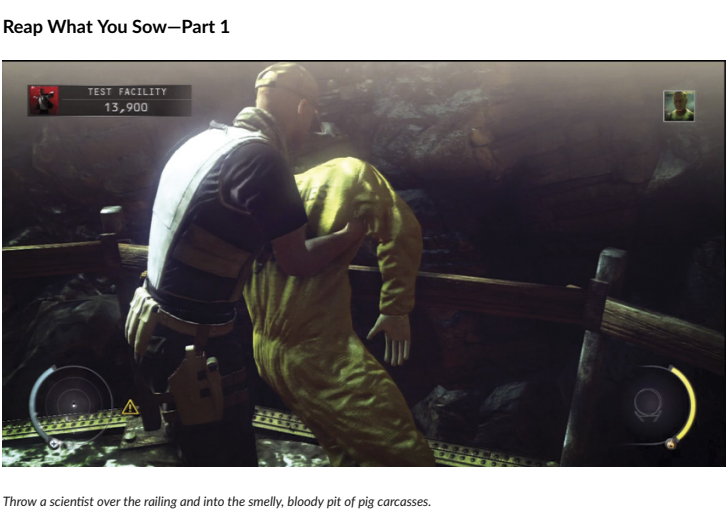
Weapons & Equipment

Scientist

This outfit is worn by the scientists employed at the Dexter Industries research facility. The full-body hazmat suit provides protection from body fluids and bacteria. You can walk past guards without any trouble while wearing this disguise. Just watch out for other scientists.

CHALLENGE

Reap What You Sow—Part 1



Throw a scientist over the railing and into the smelly, bloody pit of pig carcasses.

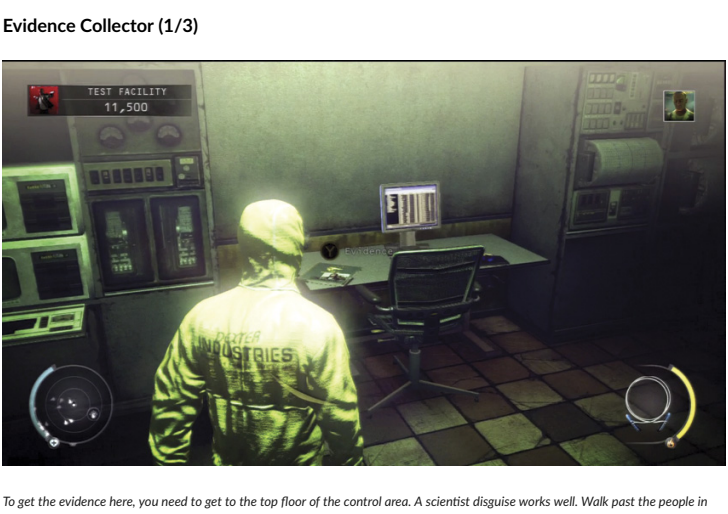
CHALLENGE

Reap What You Sow—Part 2

Throw 5 more scientists over the railing and into the smelly, bloody pit of pig carcasses. To do this, you need to kill or subdue several scientists, as well as guards to avoid getting caught along the way. You can dump the guards' bodies into the bloody mess as well.

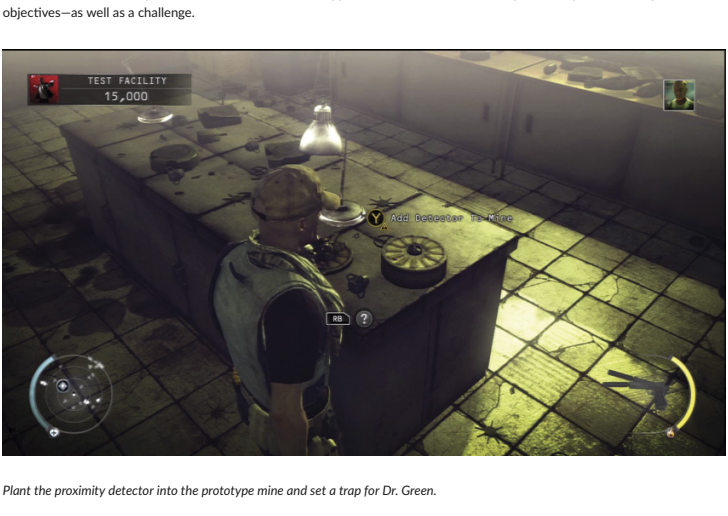
CHALLENGE

Evidence Collector (1/3)



To get the evidence here, you need to get to the top floor of the control area. A scientist disguise works well. Walk past the people in the area and take it off of the desk to the right of the glass control area. If you wait and time it, all of the scientists will be looking away from you so you don't have to use much (if any) Instinct.

Return to the room and locate a prototype mine on the workbench. Place the proximity detector inside the mine so that it activates. Now, make your way back to the stairs and up to the catwalks. While in the scientist outfit, you can walk right past the guards on the catwalk without any trouble. Advance all the way to the far end of the facility where you started, and then head to the right to find a ladder that takes you back down to the ground level. Wait for Dr. Green to go examine the proximity mine. He does not know you have activated it. When he approaches it, he blows himself up and completes one of your objectives—as well as a challenge.



Plant the proximity detector into the prototype mine and set a trap for Dr. Green.

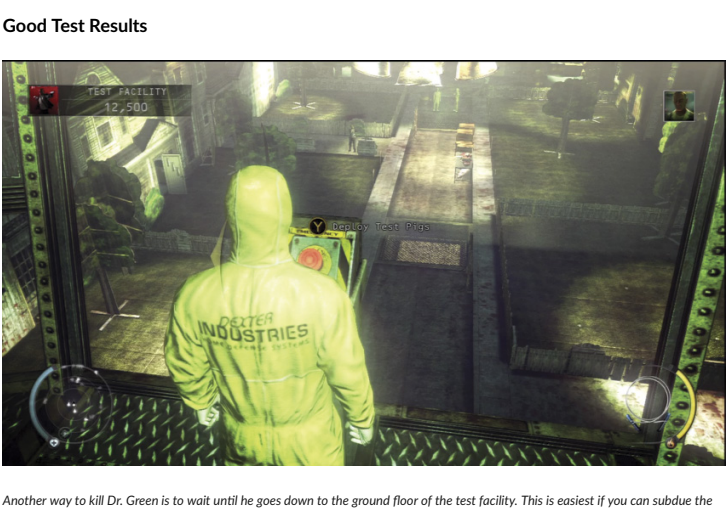
CHALLENGE

The Common Good

Kill Dr. Green by arming his invisible mine.

CHALLENGE

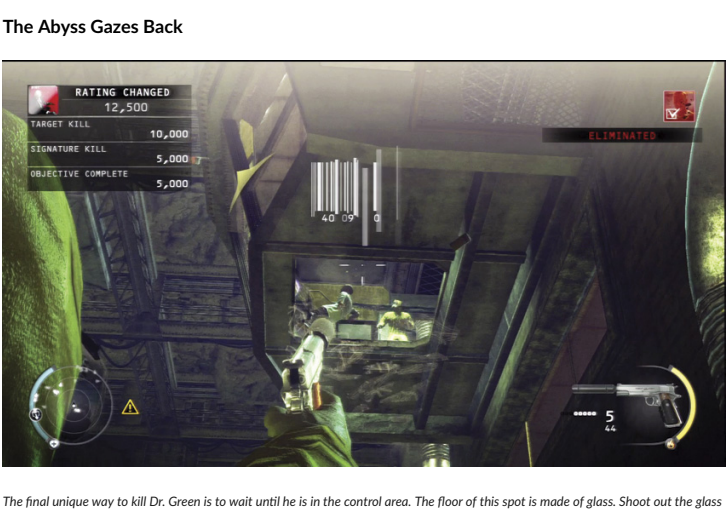
Good Test Results



Another way to kill Dr. Green is to wait until he goes down to the ground floor of the test facility. This is easiest if you can subdue the scientist in the glass control area in front of the control room. Otherwise, stay behind some cover while in disguise. Then, when Dr. Green walks out onto a grass area, move in and push the button to activate the minefield and blow up Dr. Green. Get away quickly, before the scientist sees through your disguise. If necessary, hide in a cabinet or container until suspicion decreases.

CHALLENGE

The Abyss Gazes Back



The final unique way to kill Dr. Green is to wait until he is in the control area. The floor of this spot is made of glass. Shoot out the glass under his feet to cause him to fall to his death. This is easier if you clear out most of the people in the control room ahead of time. Subdue them and hide their bodies. Then, fire both Silverballers at the glass from behind cover. It takes several shots to break the glass and send him down to his death. Another way to do this is to subdue the guard at the door where the explosives are located on the ground floor and to shoot up at the glass floor from this location.

CHALLENGE

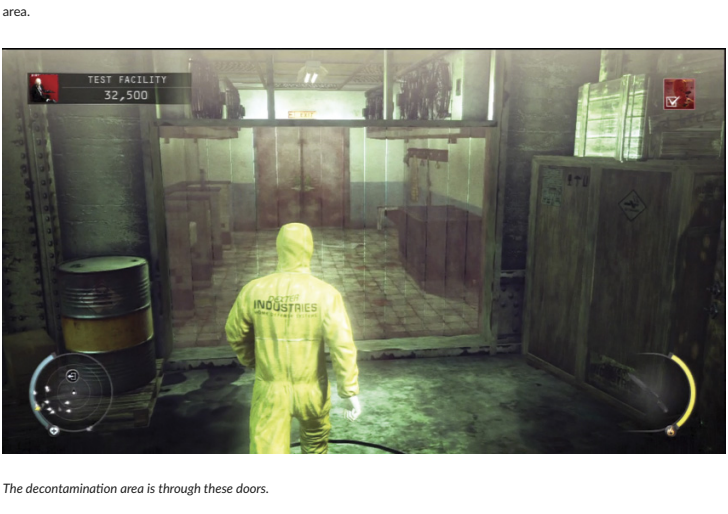
Scientific Thoroughness

Complete The Common Good, Good Test Results, and The Abyss Gazes Back to get this challenge.

Locate Decontamination

Victoria must be kept within the silo facility. The files recovered by Floyd Wilson indicate that the silo is beyond the decontamination facility.

Once you get to the ground floor, move past the elevator and on through the plastic curtains to get to the decontamination area.



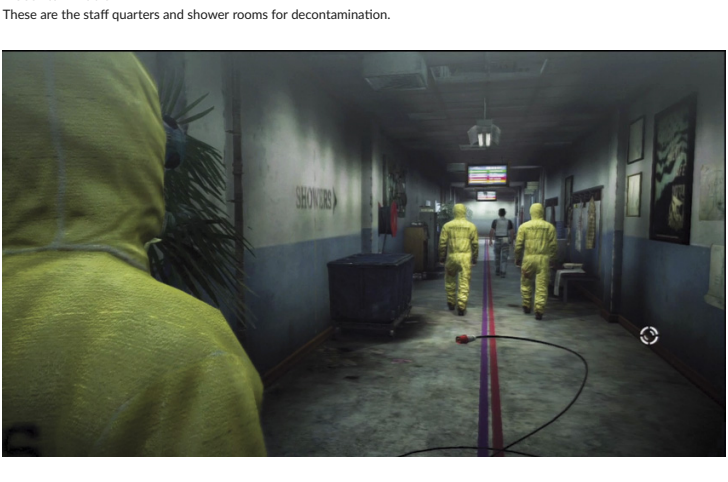
The decontamination area is through these doors.

CHALLENGE

Suit Only

You can complete this part of the level in your suit by staying behind cover. You can even get across the catwalk if you stay low and use cover. Kill Dr. Green with the mine since it allows you to set a trap and get away.

Decontamination
These are the staff quarters and shower rooms for decontamination.

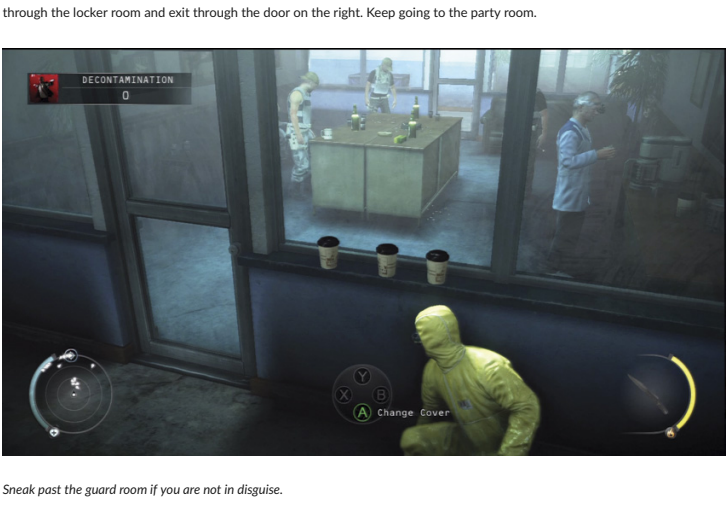


DECONTAMINATION
0

Disable Security System

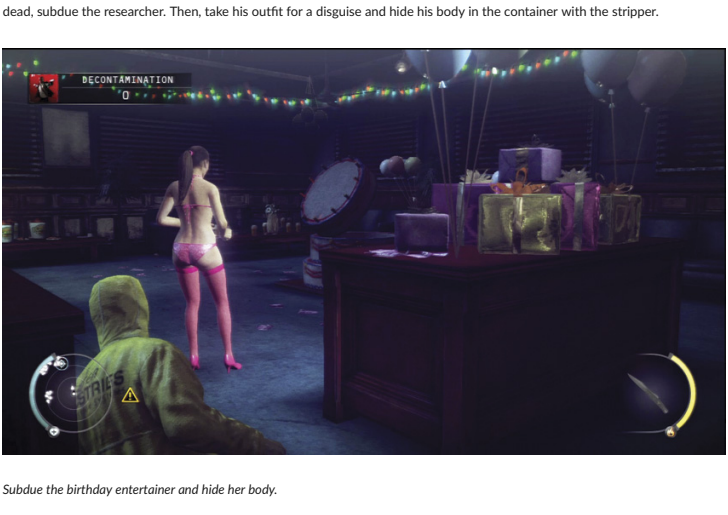
The silo is protected by a second security system. You need to disable it before you can enter the silo.

As you go through the doors from the test facility, you emerge into a long hallway. Move along it. If you are in a scientist disguise, you can move through the room filled with guards to get to the other side. Continue on into a room decorated for a birthday party. Otherwise, follow the hallway to the end, staying low as you pass by the windows to the guard room. Sneak through the locker room and exit through the door on the right. Keep going to the party room.

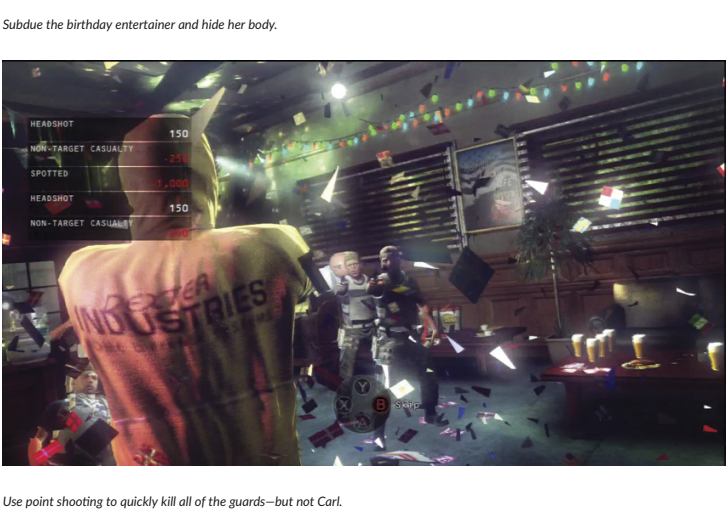


Sneak past the guard room if you are not in disguise.

Once inside the party room, stay low and sneak up behind the stripper. Subdue her and hide her body in the container. Now, hide inside the cake. Wait until a researcher and several guards walk into the room. Peek out from the cake and make sure all of the guards are spread out so that you can see each of their heads clearly. Then, press the button to begin point shooting. Target each of the guards with headshots, but leave the researcher, Carl. Don't kill him on his birthday. Once the guards are dead, subdue the researcher. Then, take his outfit for a disguise and hide his body in the container with the stripper.



Subdue the birthday entertainer and hide her body.



Use point shooting to quickly kill all of the guards—but not Carl.

CHALLENGE

Happy Birthday

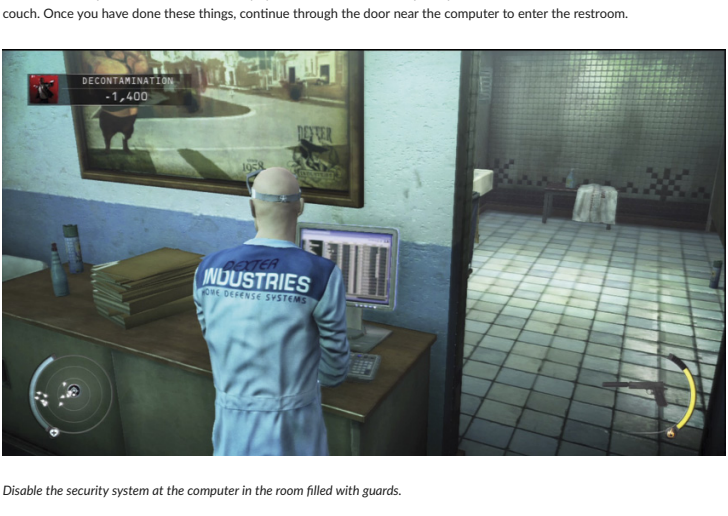
Complete this challenge by jumping out of the cake and shooting all of the guards. Leave Carl alive.

Weapons & Equipment

Researcher

This outfit is worn by the researchers employed at the Dexter Industries research facility. Use it to get past guards and scientists. Just use caution around other researchers.

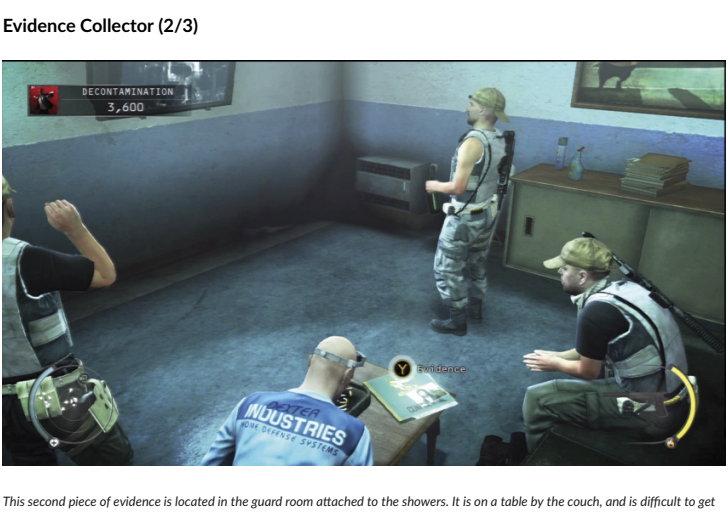
Return to the locker room and make your way to the right. Be careful to avoid the researcher. Get over to the room with guards inside it. Climb through the window on the right to enter the room. While they are watching television, move across the room and use the computer to disable the security system. Also, make sure to pick up the evidence on the table in front of the couch. Once you have done these things, continue through the door near the computer to enter the restroom.



Disable the security system at the computer in the room filled with guards.

CHALLENGE

Evidence Collector (2/3)

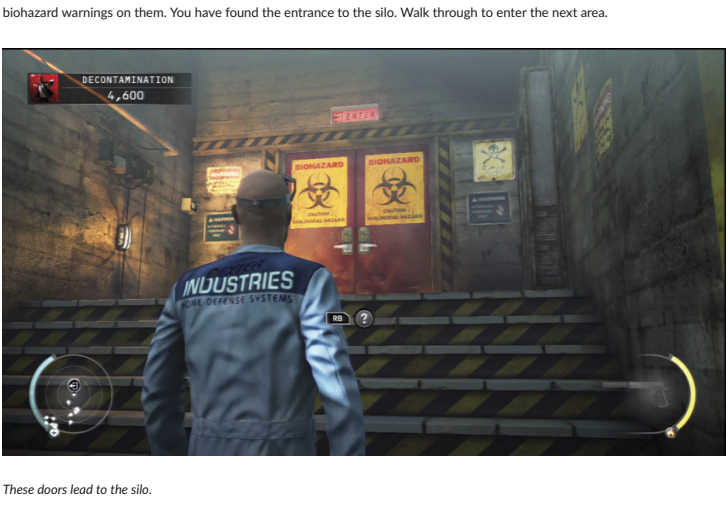


This second piece of evidence is located in the guard room attached to the showers. It is on a table by the couch, and is difficult to get without a disguise.

Locate the Silo Entrance

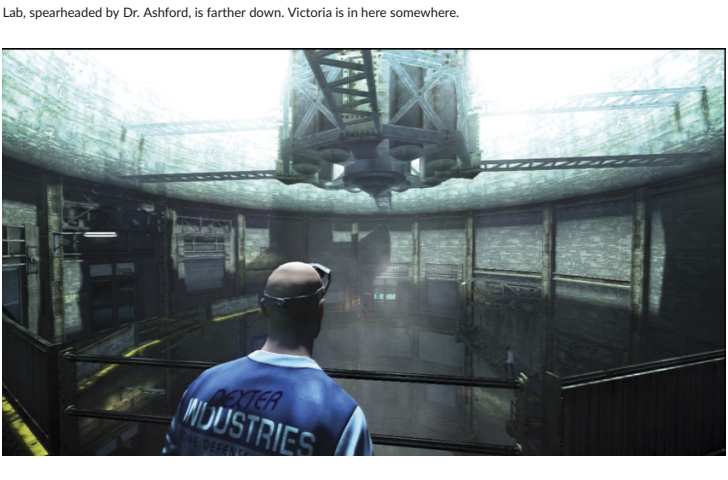
The silo facility is highly restricted. Top level clearance only. Access will not be easy.

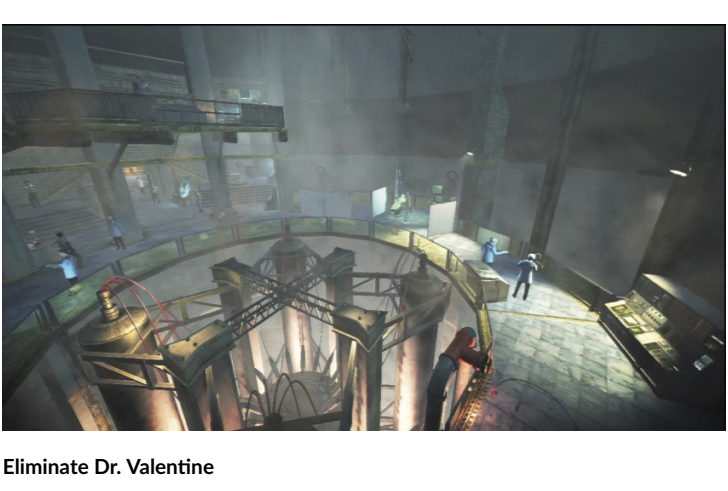
After walking into the restroom, look for an air vent in the far left corner. Climb through the ventilation shaft to get to a hallway. There is a guard to the left with his back to you. Head up the stairs and to the right to reach a pair of doors with biohazard warnings on them. You have found the entrance to the silo. Walk through to enter the next area.



These doors lead to the silo.

R&D
The silo facility. Heart of the bio-weapons division. Cutting edge R&D in biological and chemical warfare. The Special Projects Lab, spearheaded by Dr. Ashford, is farther down. Victoria is in here somewhere.

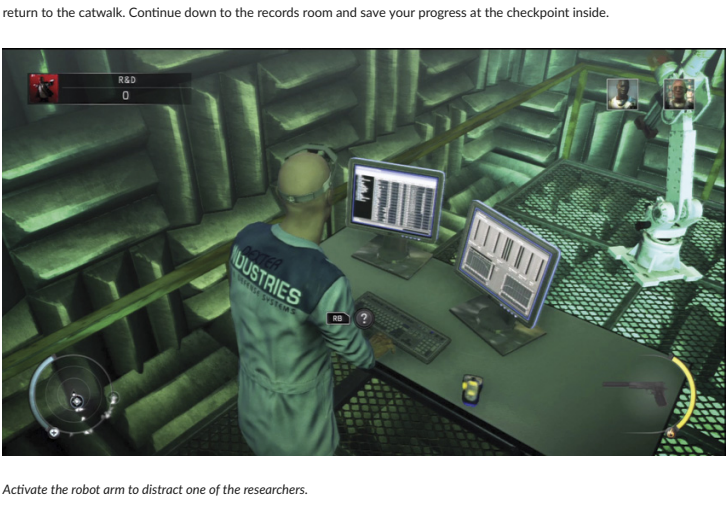




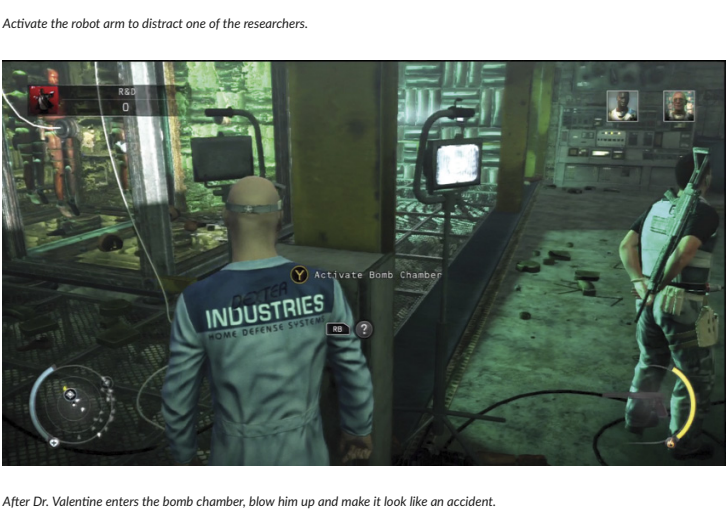
Eliminate Dr. Valentine

Dr. Raymond Valentine is a former military man. Proud. Offensive. Dominant. Notorious for his crude but effective modus operandi. Victoria will not survive his treatments. Obsessed with weaponry…and also with his receding hairline. His obsessions will be his downfall.

The silo consists of a catwalk and stairs that descend down toward the bottom. Along the sides are a series of rooms where various experiments are being conducted. Since you are in a researcher disguise, you can walk along the catwalks without any trouble. However, be careful when you enter the labs. Dr. Valentine is your first target. Walk down the catwalk until you come to a door labeled "Test Chamber." There are a couple of researchers inside, as well as a guard. Move to the right and take cover behind a counter. Wait until Valentine walks in. Then, leave your hiding spot and move to the computer near a robot arm on the far right side of the room. Use the computer to activate the arm, and then move back toward the counter. One of the researchers who was manning the controls to the bomb chamber comes over to turn off the robot arm. This lets you move to the controls they abandoned. Wait until Valentine walks into the chamber to check on something, and then press the button to activate the chamber. The door closes and the explosives detonate, killing the doctor. Quickly leave the test chamber and return to the catwalk. Continue down to the records room and save your progress at the checkpoint inside.



Activate the robot arm to distract one of the researchers.



After Dr. Valentine enters the bomb chamber, blow him up and make it look like an accident.

CHALLENGE

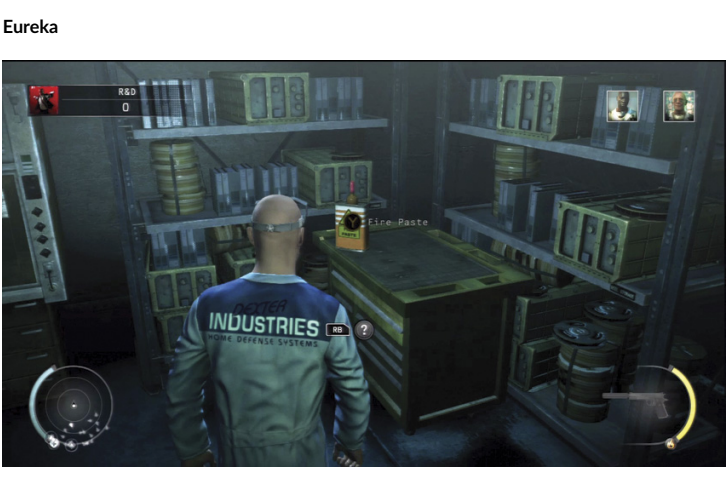
In the Right Space

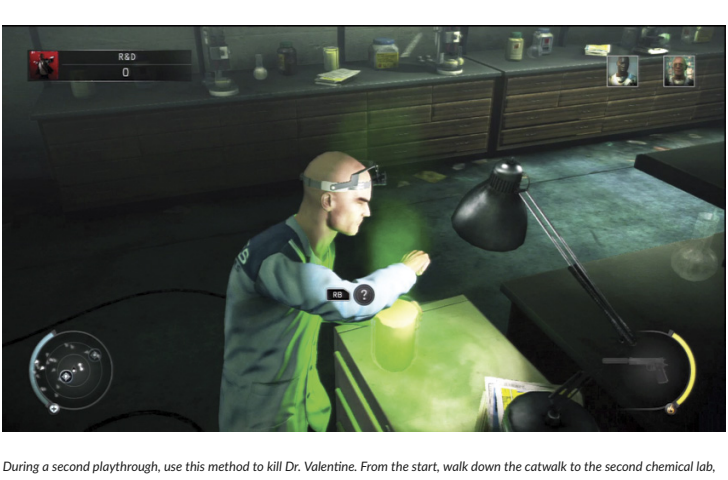
In order to complete this achievement, eliminate Dr. Valentine in the bomb chamber.

There are two other unique ways you can kill Dr. Valentine. Each is a challenge, and if you complete all three of the different methods, you earn an additional challenge.

CHALLENGE

Eureka

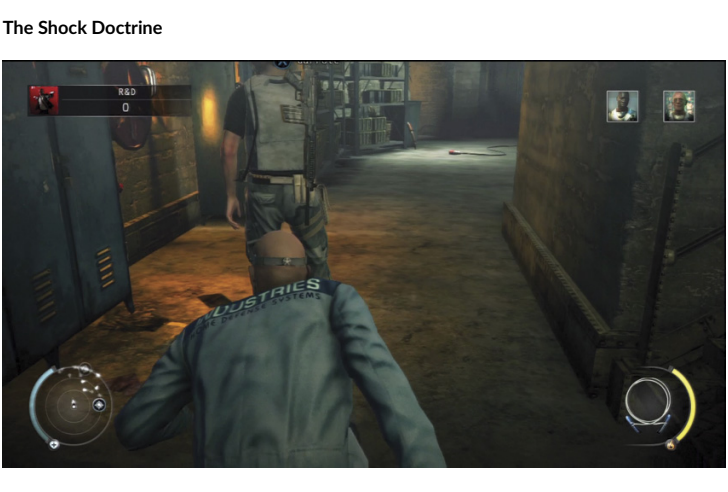


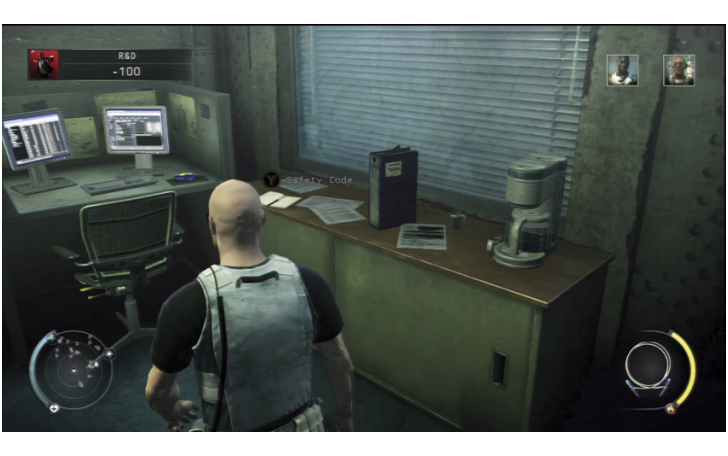


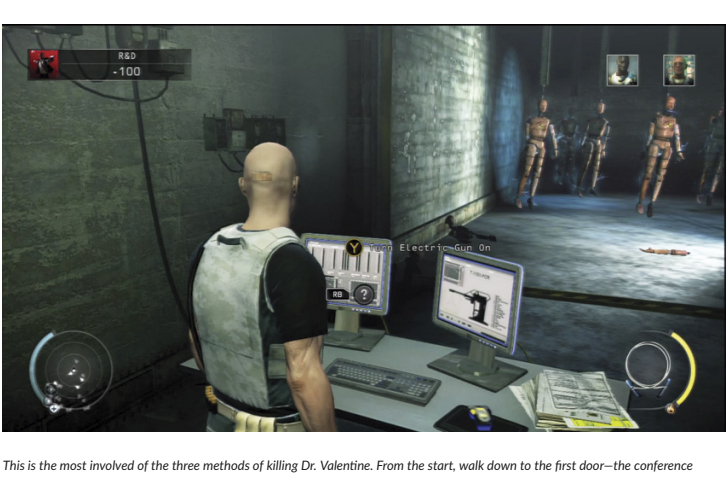
During a second playthrough, use this method to kill Dr. Valentine. From the start, walk down the catwalk to the second chemical lab, which is empty. Locate the fire paste in the far right corner. Pick it up, and then walk across the room and up the stairs into the other chemical lab. There are two researchers there, so you need to be careful. Get to the beaker filled with green liquid near the entrance. Add the fire paste to it so that it turns a reddish orange. The beaker contained a cure for baldness. Move to one of the microscopes and hide in plain sight there to await the arrival of Dr. Valentine. When he tests out the liquid in the beaker on his head, the act of rubbing it on his scalp ignites the fire paste in the liquid and sets fire to the doctor's head.

CHALLENGE

The Shock Doctrine







This is the most involved of the three methods of killing Dr. Valentine. From the start, walk down to the first door—the conference room. Look through the glass of the door and wait for a researcher to move to the left. Then, open the door and walk through to a door on the left that leads to a stairwell. Descend to the bottom of the stairs where a guard is standing with his back to you. Subdue him and pull the body partway up the steps. There is nowhere to hide it. Take the disguise so that you can walk around the lab without worrying about the researchers. Enter the lab and head down some steps on the left side to the records room. On a counter in the center of the room, use a recorder to play Dr. Ashford's log to hear about his project. Then, continue to the far side of the room to pick up the safety code. Return to the weapon chamber and use the code to deactivate the electric gun at the computer terminal. Move away from the computer and wait for Dr. Valentine to arrive. He looks at the gun and computer, and then moves into the target area to examine the test dummies. This is your chance to move back to the computer, activate the electric gun, and kill the doctor. Next, head back to get your researcher's disguise, and then make your way down to the records room to save your progress at the checkpoint before continuing down the catwalk.

CHALLENGE

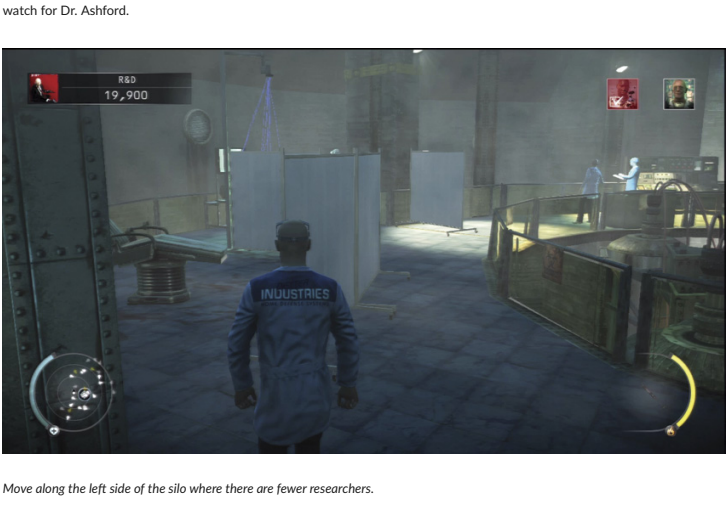
Doctor in the House

Complete the following challenges to earn this challenge: In The Right Space, The Shock Doctrine, and Eureka!

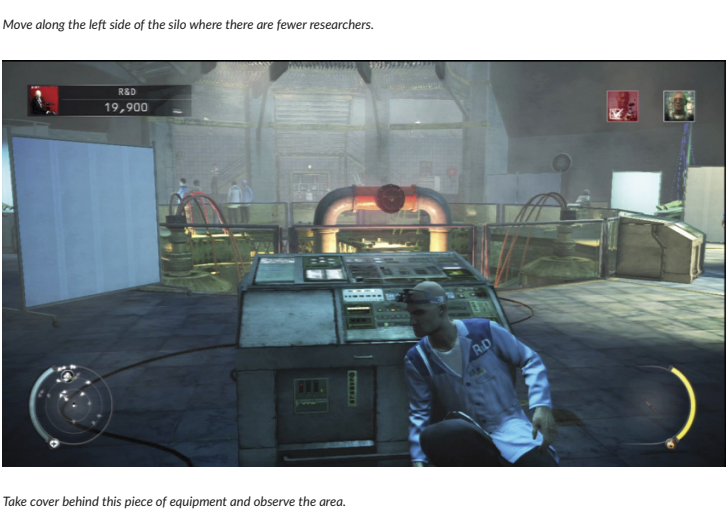
Eliminate Dr. Ashford

Dr. Warren Ashford. Loving husband and father. Scientific pioneer. Pillar of the community. Not the first monster to hide behind a spotless, virtuous facade. He must be prevented from working on Victoria. His friends and family will grieve for him. His victims will not.

After killing Dr. Valentine, descend from the catwalk to the lowest level. There are several guards and a lot of researchers here. Pick up a syringe near the base of the stairs and move around the walkway to the left. Quickly get behind a partition before your disguise is blown. From this position, locate the two researchers near you. Continue past the partition to a robot arm. Activate it, and then return to the first partition to hide. One of the researchers goes to shut down the arm while another walks past you. Once it is clear, move toward the far end of the silo and take cover behind some equipment. Hang out here and watch for Dr. Ashford.



Move along the left side of the silo where there are fewer researchers.

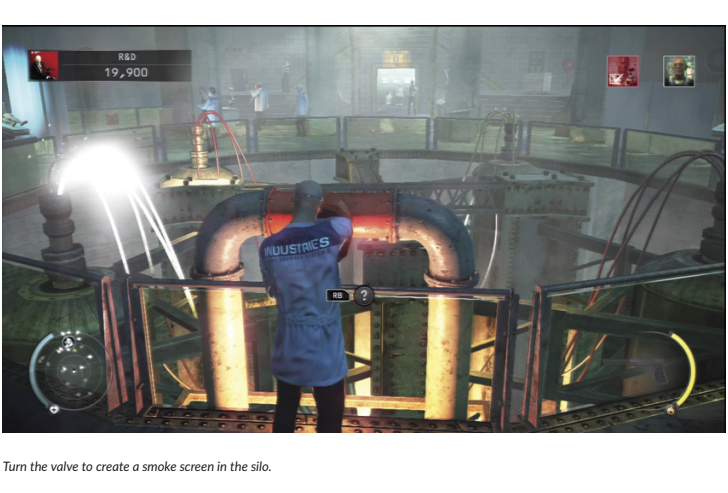


Take cover behind this piece of equipment and observe the area.

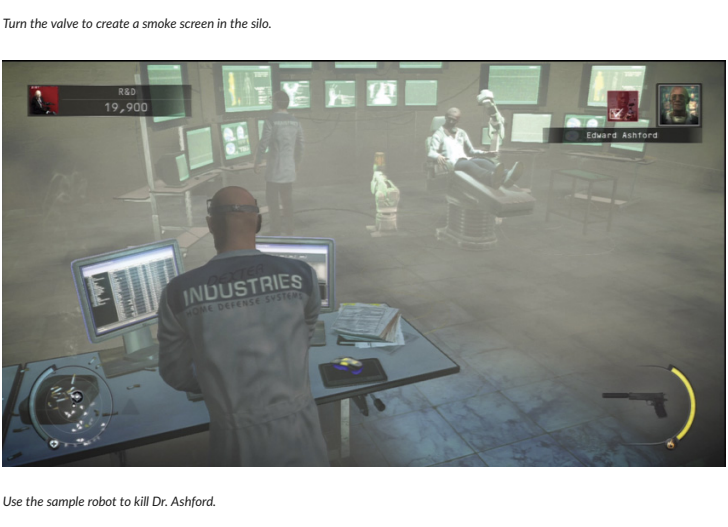
When you see Dr. Ashford move into the room at the opposite end of the silo, move to the valve along the railing of the silo center. Turn it to release smoke into the silo. You have 30 seconds before it clears away. Backtrack toward the stairs through the partitions and enter the room where Dr. Ashford is sitting down in an examination chair. Use the controls on the left side of the room to activate a sample robot that will kill the doctor. Then, quickly return to your hiding spot on the other side of the silo.

Tip

Feel free to run while moving through the smoke. No one will notice, and you only have 30 seconds of smoke cover.



Turn the valve to create a smoke screen in the silo.



Use the sample robot to kill Dr. Ashford.

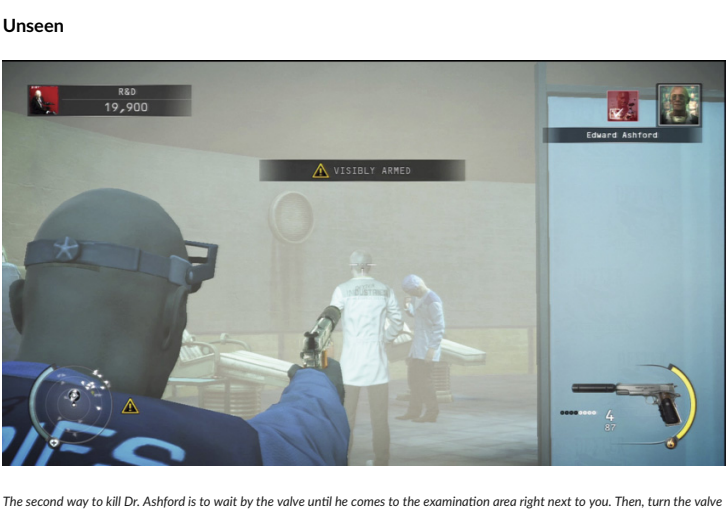
CHALLENGE

Strap Him In

Complete this challenge by killing Dr. Ashford with the robot.

CHALLENGE

Unseen



The second way to kill Dr. Ashford is to wait by the valve until he comes to the examination area right next to you. Then, turn the valve to make a smoke screen. Move from behind the partition and kill the doctor with a single silent headshot from one of your Silverballers.

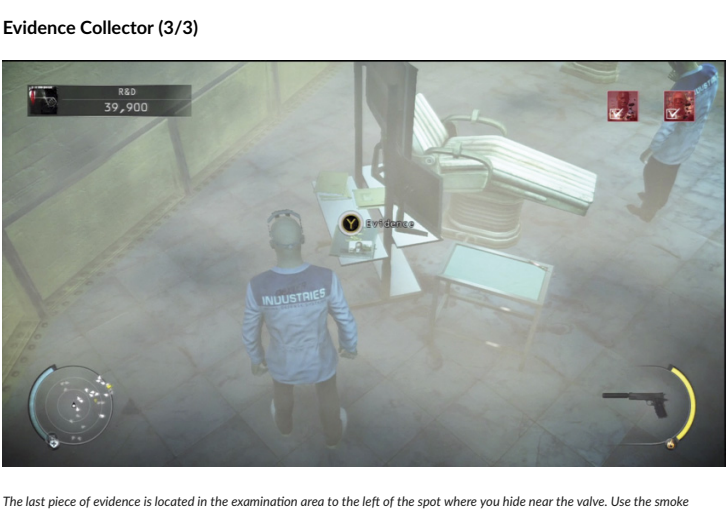
CHALLENGE

Experimenting

Complete Strap Him In and Unseen in order to earn this challenge.

CHALLENGE

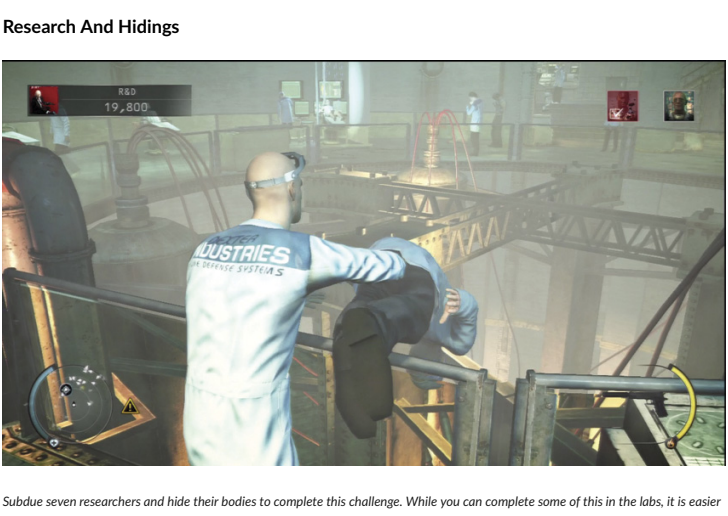
Evidence Collector (3/3)



The last piece of evidence is located in the examination area to the left of the spot where you hide near the valve. Use the smoke screen to sneak into the this area and get the evidence without being seen.

CHALLENGE

Research And Hidings



Subdue seven researchers and hide their bodies to complete this challenge. While you can complete some of this in the labs, it is easier to do down at the bottom of the silo. Use the smoke screen to cover you as you subdue one researcher at a time and dump their bodies over the railing to hide them.

Achievements

A Heavy Blow: Assassinate the three doctors at the facility to earn this award.

Destroy Ashford's Research

Every bit of research Dr. Ashford did on Victoria is stored on those servers. To protect her secret, everything must be erased.

Return to the valve and make some more smoke. Then, turn around and use the controls to move the bridge into position, allowing you to get to Dr. Ashford's research. You may have to turn the valve a second time while waiting for the bridge. Once it is in position, walk across the bridge and through the doors into a lab. Move to the computer on the left side of the room and play Dr. Ashford's log. Once it is playing, the computer servers where the information is stored can then be sabotaged. There are two—one on each side of the room. Erase all of the data to destroy the research, and then exit the lab to continue to the next level.

CHALLENGE

Ground Zero

Locate and destroy the research, finishing the level, to complete this challenge.

CHALLENGE

Mastery: Death Factory

Complete all of the other challenges to earn this final challenge.

Campaign

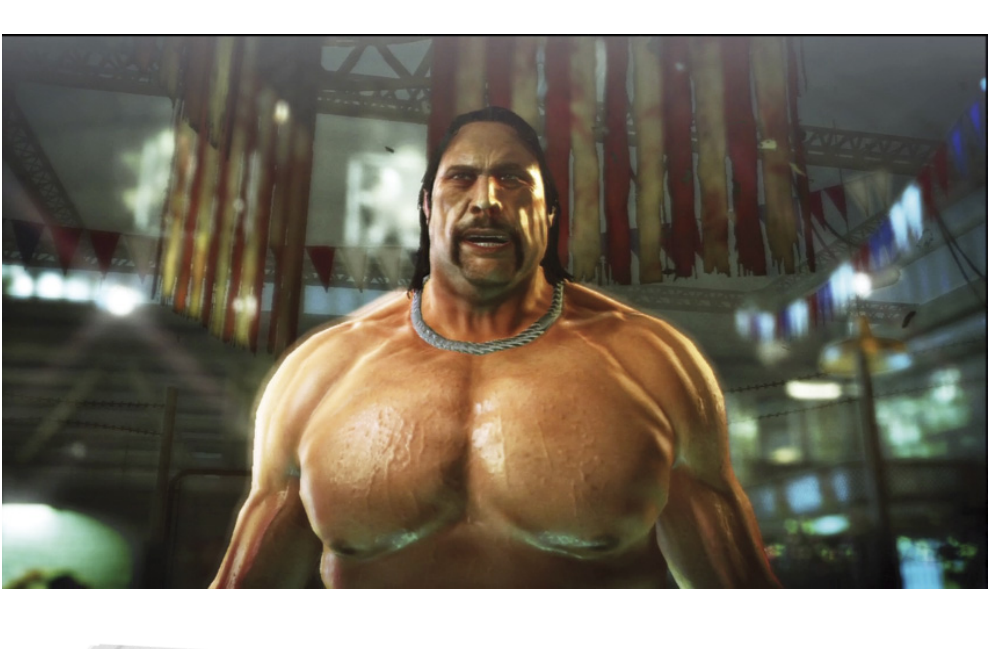
Fight Night

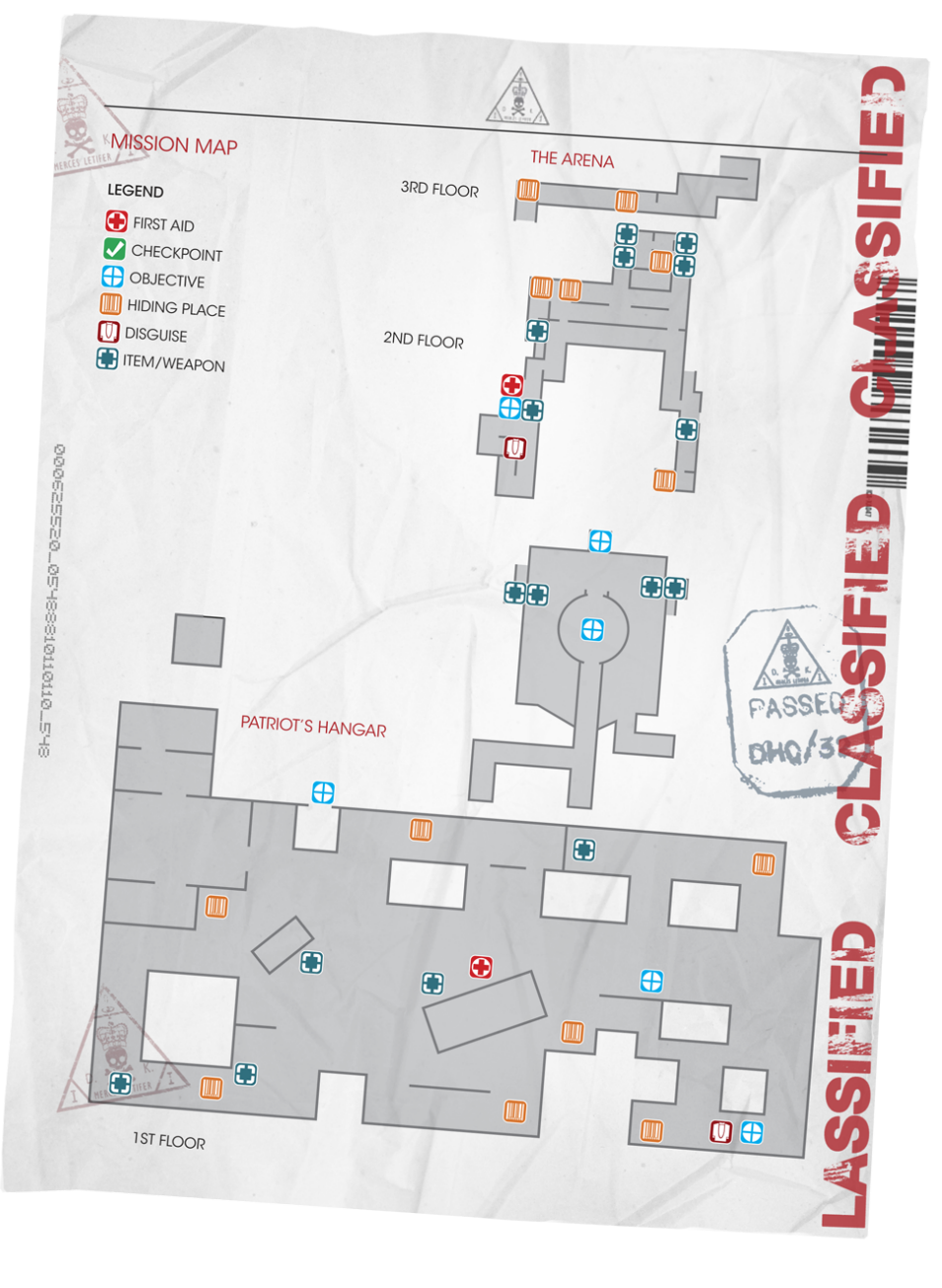
Briefing

Sanchez. Another victim of Dr. Ashford. Dexter ordered him to remove Victoria from the factory, just as I was getting close. Right now, he is my best chance of finding her. I underestimated the Mexican once. It will not happen again.

Initial Equipment

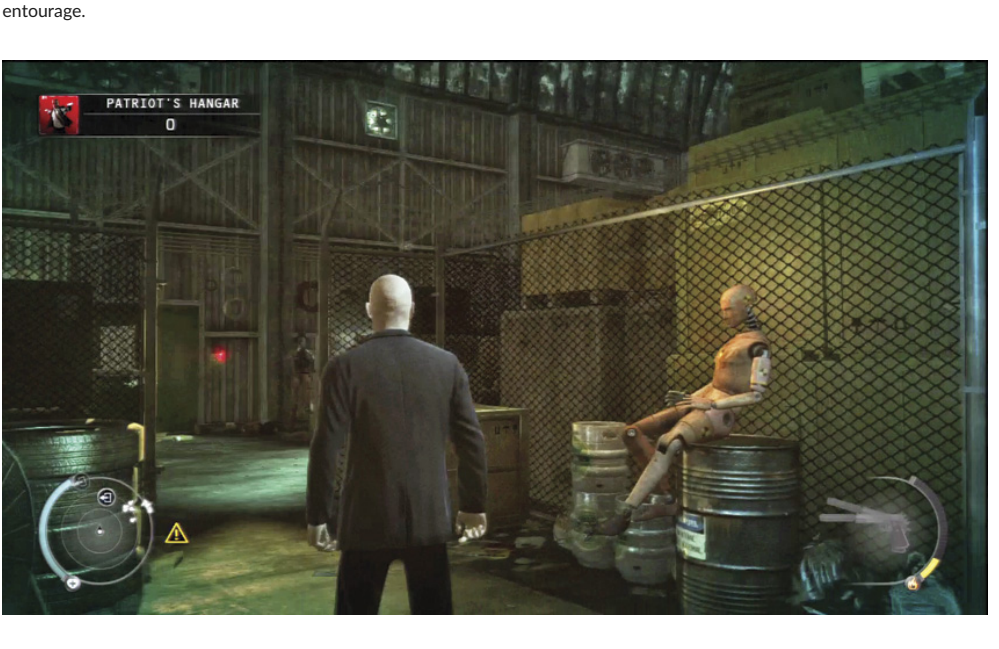
- Twin Silverballer Pistols
- Fiberwire





Patriot's Hangar

This old hangar is a Dexter Industries storage facility. Currently, it is serving as a backstage area for the Patriot and his entourage.

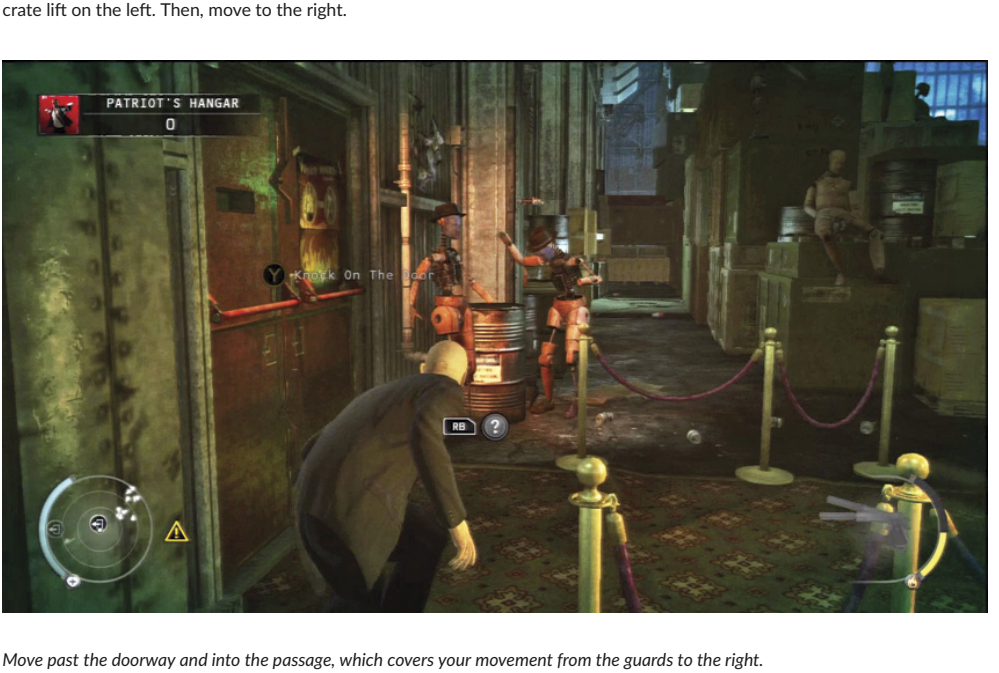


PATRIOT'S HANGAR
1,000

Get to Sanchez

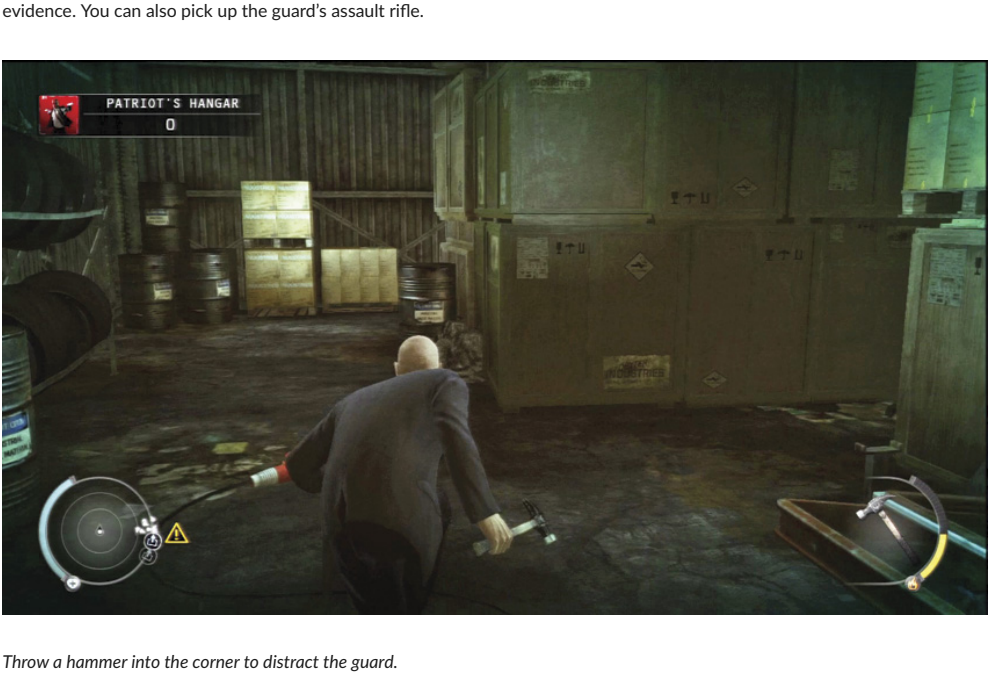
Sanchez is somewhere beyond the hangar, preparing for his fight against the Patriot. You have to get inside.

You begin in a fenced-off area at one end of the hangar. There are several factory guards in here, as well as a professional fighter named the Patriot and his entourage. Directly in front of you is a locked door that requires a keycard to open. Either get a keycard to get through this door, or acquire a disguise that will allow you to get through the doorway to the right. Either way, you need to get to the opposite side of the hangar without being seen. Move out of the fenced area and turn to the right. Stay along the left side of the hangar and move down a narrow passage between the wall and the stacks of crates. When you get to the end of this passage, you need to move across an open area to get to the back wall. Stay low and move to the right so that the RV blocks the view of guards who are walking in your direction. When you get to the back wall, pick up a hammer near a crate lift on the left. Then, move to the right.



Move past the doorway and into the passage, which covers your movement from the guards to the right.

As you approach the far right corner of the hangar, use Instinct to see a guard standing behind a crate. Throw the hammer into the corner and lure the guard there. Sneak up behind him and subdue him. Hide the body in a container along the wall in a corner of crates. Pick up the hammer and the remote-controlled explosive. There is a guard disguise here, as well as some evidence. You can also pick up the guard's assault rifle.



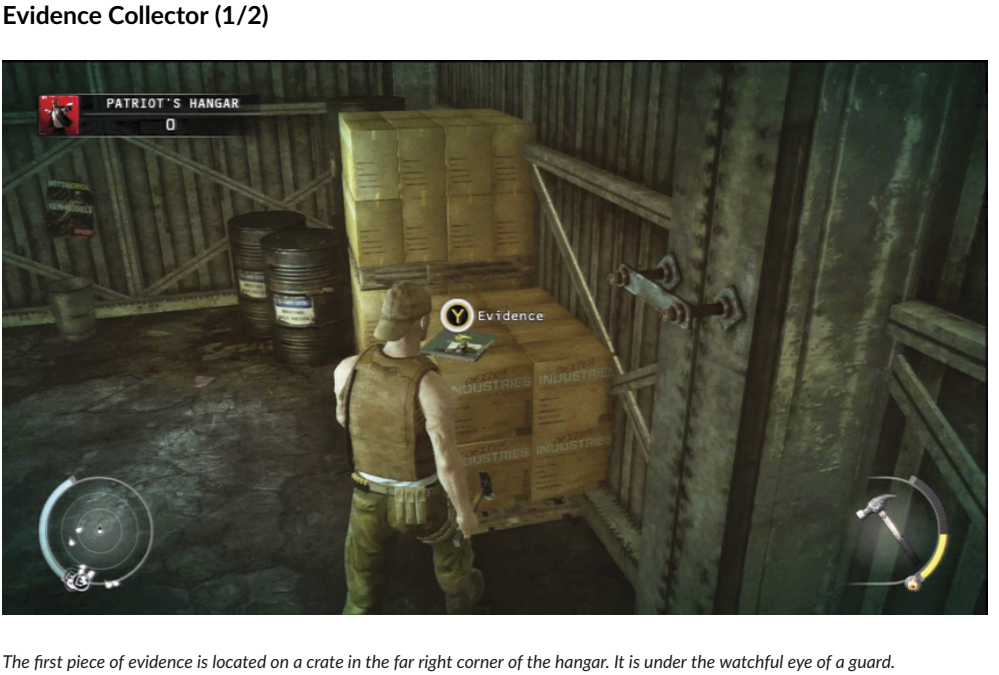
Throw a hammer into the corner to distract the guard.

Tip

If you are going to get the fighter's disguise, it is a good idea to subdue the three guards in the back part of the hangar so that they don't interrupt your attempts to get two more disguises. Otherwise, you can just distract guards to get what you need and get out.

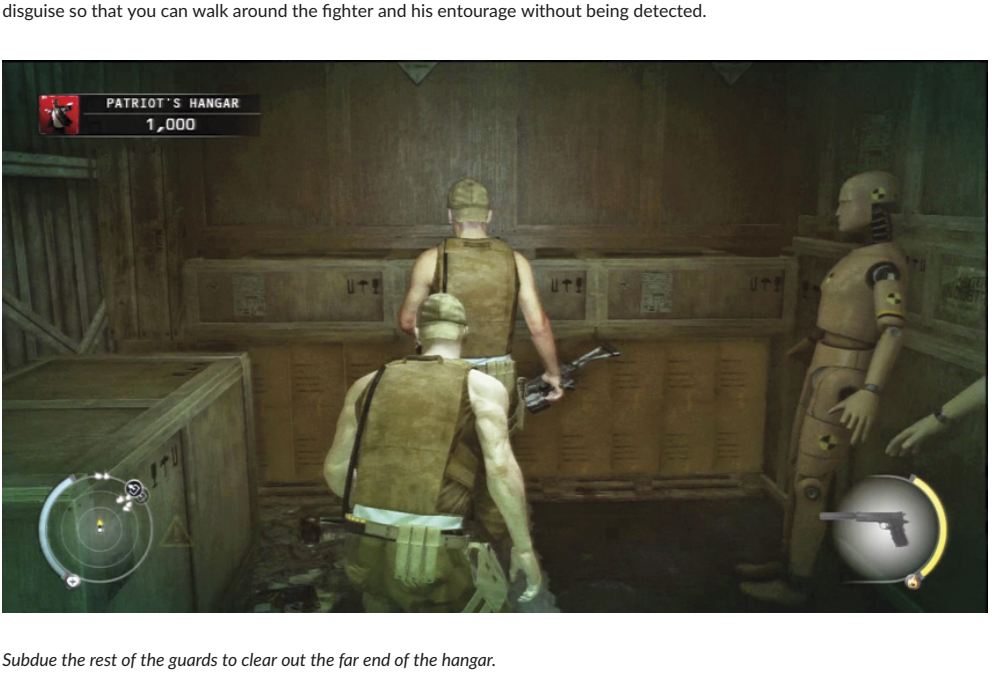
CHALLENGE

Evidence Collector (1/2)



The first piece of evidence is located on a crate in the far right corner of the hangar. It is under the watchful eye of a guard.

After hiding the body, wait for another guard to come toward this corner of the hangar. Use the hammer to lure him next to the wall so that you can sneak up behind him and subdue him. Hide the body, and then use Instinct to locate the third guard. Once again, use the hammer to lure him into an ambush and subdue him. Unfortunately, the container is full, so just leave the body here. No one will come looking for it unless you are detected and people start hunting you. Go ahead and put on a guard disguise so that you can walk around the fighter and his entourage without being detected.



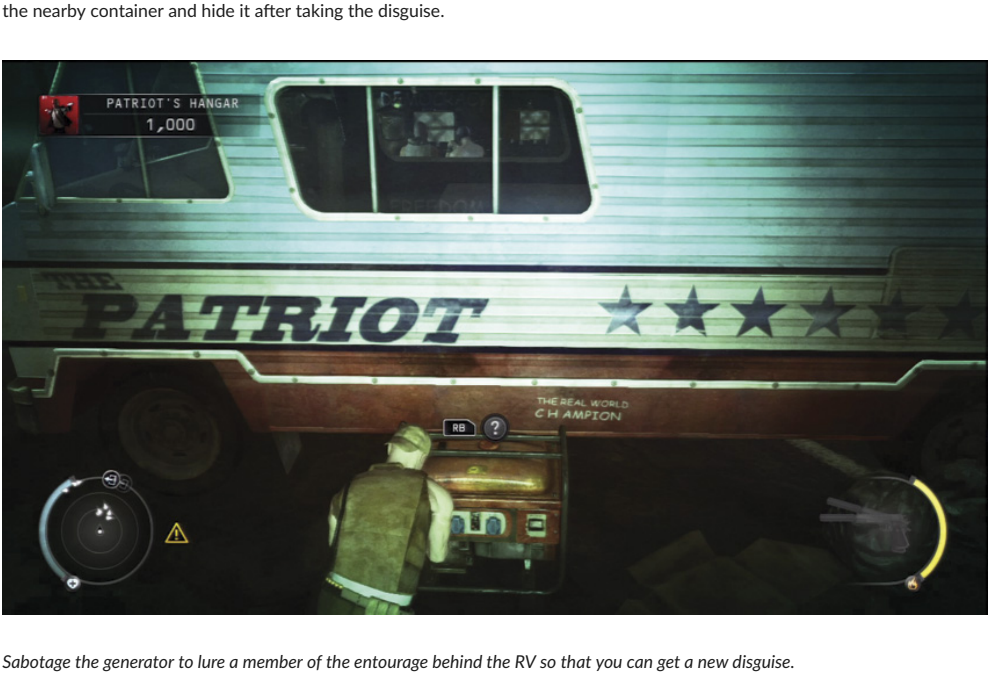
Subdue the rest of the guards to clear out the far end of the hangar.

CHALLENGE

Chameleon

Complete this challenge by collecting three different disguises: factory guard, entourage, and the Patriot.

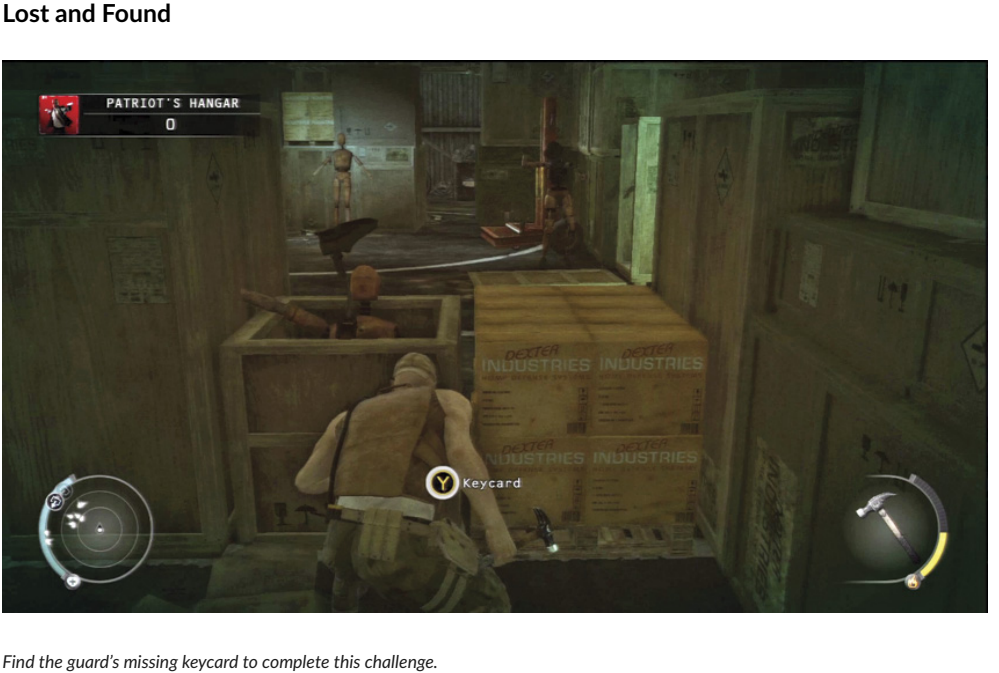
Make your way to the back of the RV. Look for the keycard that is hidden between a couple of crates—one of which contains parts to dummies. It is near the container. You will need this to get to the arena if you are not going to use the Patriot disguise. Now, it's time to get another disguise. Walk up to the generator behind the RV and turn it off. Quickly move behind a crate to hide. When one of the entourage comes to turn it back on, sneak up behind him and subdue the man. Then, drag the body to the nearby container and hide it after taking the disguise.



Sabotage the generator to lure a member of the entourage behind the RV so that you can get a new disguise.

CHALLENGE

Lost and Found



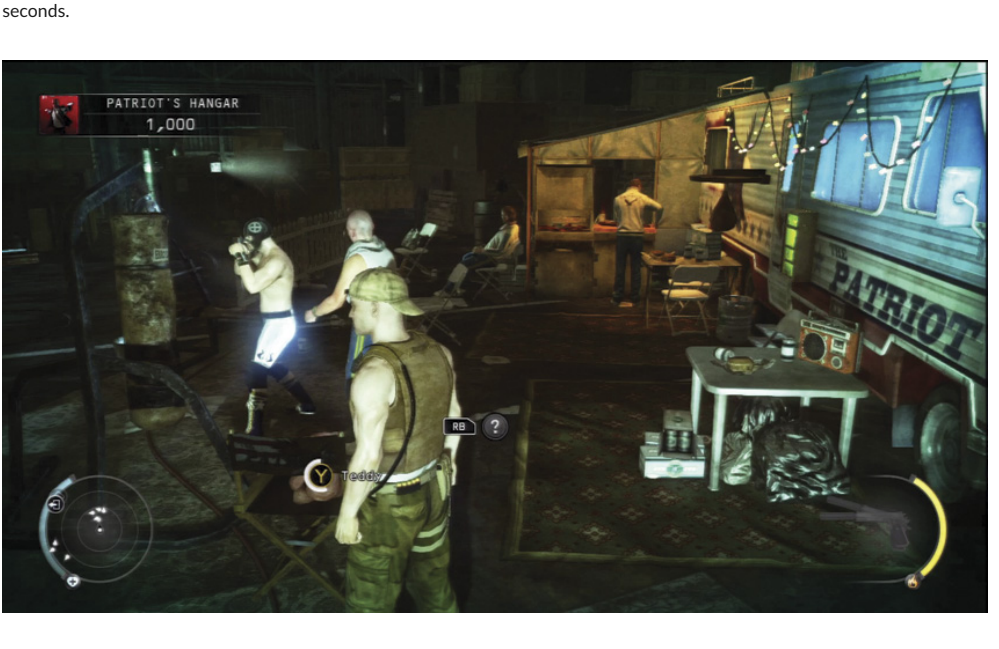
Find the guard's missing keycard to complete this challenge.

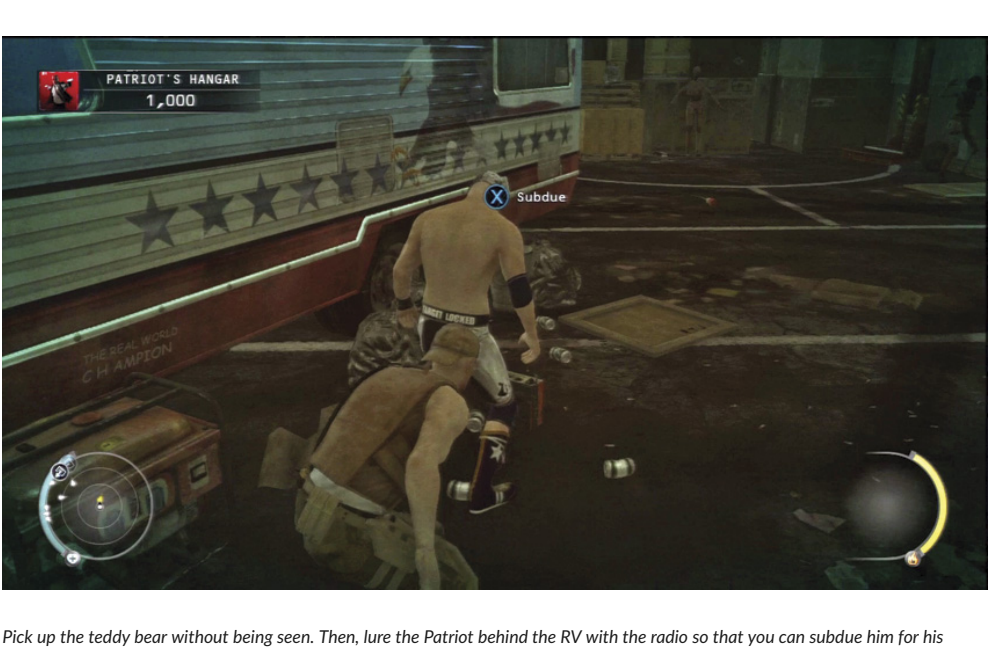
Weapons & Equipment

Patriot's Entourage

This is the outfit worn by the Patriot's well-wishers. You can get past the Patriot and guards with this outfit on, but you need to use Instinct around other members of the entourage.

Next, you need to get the Patriot's outfit, which means that you need to get him alone. Walk around the front of the RV and look for a teddy bear on a chair. Make sure no one is looking, and then grab the teddy bear. Also get the radio and move back behind the RV. After a while, the Patriot realizes that his lucky teddy is missing. Wait for his entourage to leave the area around the RV. Then, place the radio to the right of the generator and turn it on. Hide behind some crates so that the Patriot can't see you as he comes to turn off the radio. Sneak up behind him and subdue him. Drag the body over to the container and hide it. Make sure no one is looking, and then put on the Patriot disguise. If you are in a hurry and are worried about getting caught, use the fiberwire on the Patriot and immediately drag him to the container to hide him. This can save you a few precious seconds.





Pick up the teddy bear without being seen. Then, lure the Patriot behind the RV with the radio so that you can subdue him for his costume.

Weapons & Equipment

Patriot

This is a masked wrestler's outfit, worn by the full-contact fighter known as the Patriot. While in this, you can move past both guards and entourage without being detected.

CHALLENGE

A Real Patriot

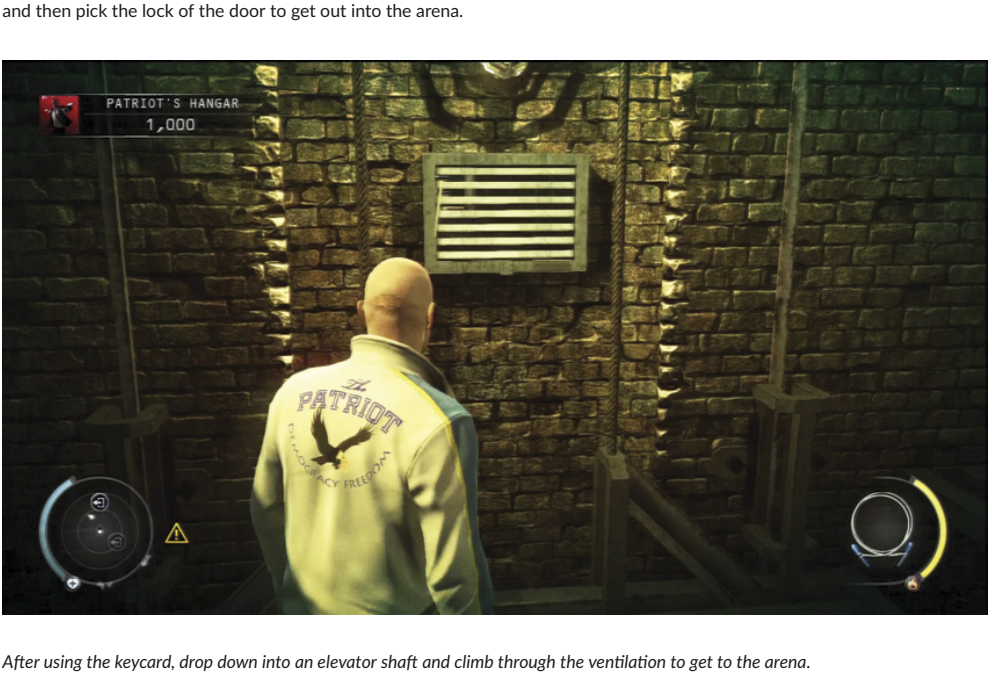
In order to complete this challenge, take the Patriot's costume and hide him without being seen.

CHALLENGE

Suit Only

If you are going for the Suit Only challenge, you do not need to subdue any of the guards. Just distract the one in the corner so that you can get the evidence and explosive. Then, sneak away. Get the keycard and make your way back to the fenced area without being seen.

Now that you have the disguise—or the keycard if you are not using the disguise—make your way back to the doors near where you began the level. While wearing the Patriot disguise, knock on the red doors and a guard will let you into a restricted area which is only for fighters. Otherwise, use the keycard to unlock the green doors to the left and enter the arena through a different entrance. Make your way around to an elevator shaft. Climb through a ventilation shaft to get into a storage room, and then pick the lock of the door to get out into the arena.



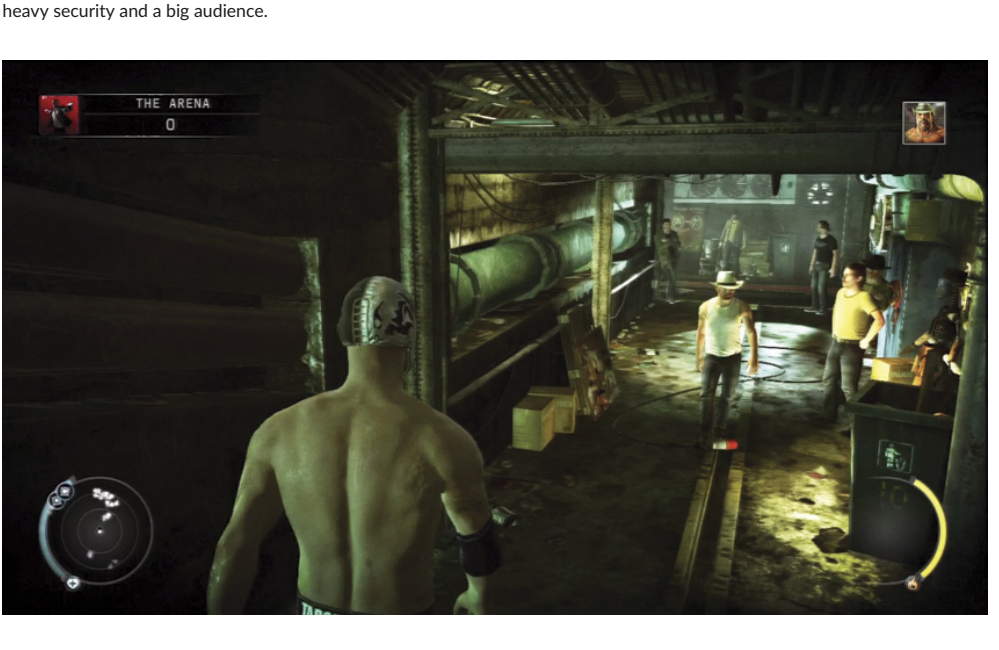
After using the keycard, drop down into an elevator shaft and climb through the ventilation to get to the arena.

Tip

If you are not going into the arena as the Patriot, then wear an entourage disguise. It can get you past guards without any trouble.

The Arena

This underground arena houses illegal full-contact martial arts tournaments. Tonight's fight: Sanchez vs. the Patriot. There is heavy security and a big audience.

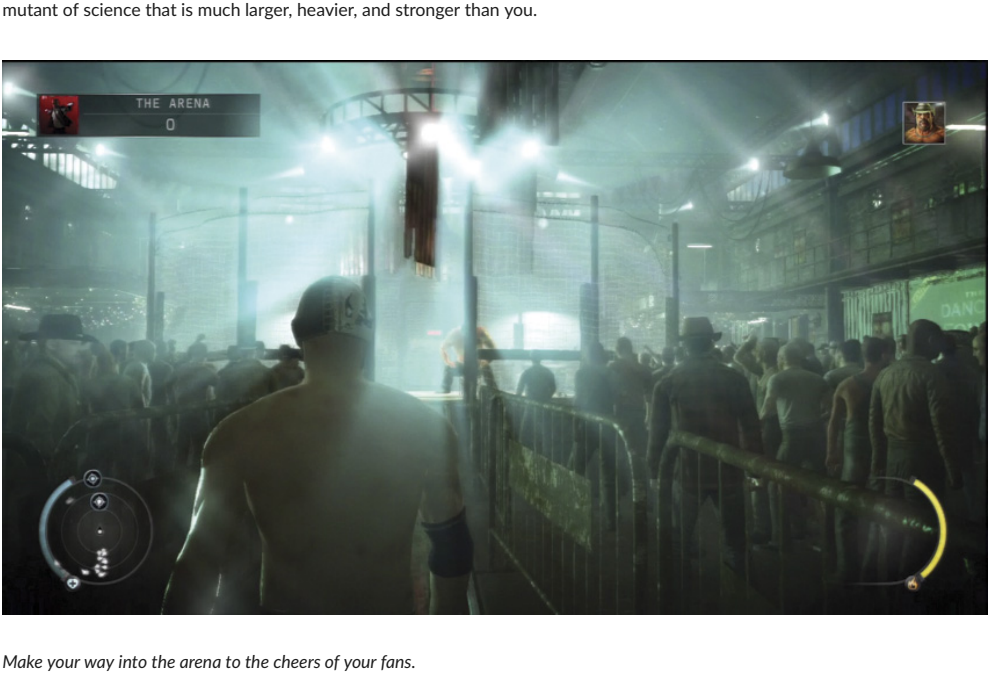


Eliminate Sanchez

Sanchez has no known alias. He is Blake Dexter's personal bodyguard and enforcer. An early victim of Dr. Ashford's muscle-increasing experiments. Suffers from chemically induced gigantism. Height: 7'6". Weight: 440 pounds. Skilled fighter, powerful upper body, long reach. Uses his size or environment to gain the advantage. Highly dangerous. Proceed with caution.

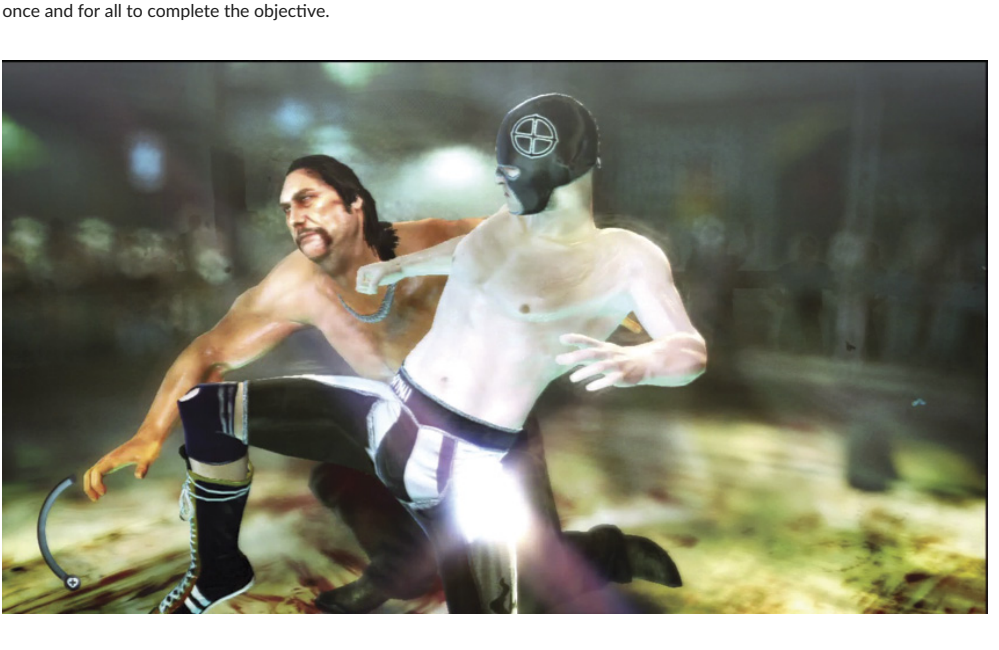
Defeat in the Ring

There are two main ways to kill Sanchez. One is to get into the ring and defeat him in hand-to-hand combat. This requires the Patriot disguise. After going through the red doors, you have to check your weapons to ensure that it is a fair fight. Then, walk through the corridors to get out into the main area. Continue all the way into the caged ring and get ready to fight against a mutant of science that is much larger, heavier, and stronger than you.



Make your way into the arena to the cheers of your fans.

Once in the ring, you have to fight against Sanchez. This consists of pressing the correct buttons at the right times. Follow the prompts on the screen. It always starts with a button press that causes you to duck or dodge one of Sanchez's punches. Then, press the next button several times and finish with a third button. Since Sanchez is not very creative, it is always the same three buttons. After you pin him and find out where Victoria is located, you have one more round of fighting. Finishing him once and for all to complete the objective.



Defeating Sanchez takes timing and precision.

CHALLENGE

Blood Sport

Just walk into the ring with Sanchez and start the fight to complete this challenge.

CHALLENGE

Untouchable

In order to complete this challenge, defeat Sanchez while disguised at the Patriot and don't take a single hit from Sanchez.

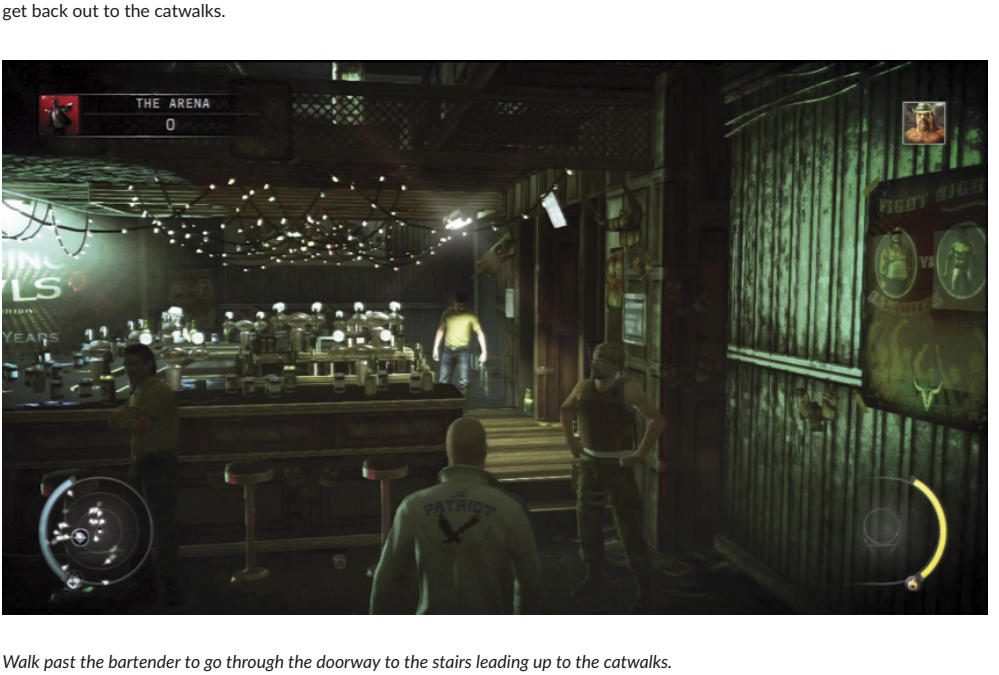
Now that the fight is over, walk out of the ring toward the exit. Don't forget to pick up your Silverballers along the way.

THE ARENA
62,000
EXIT
Leave Arena

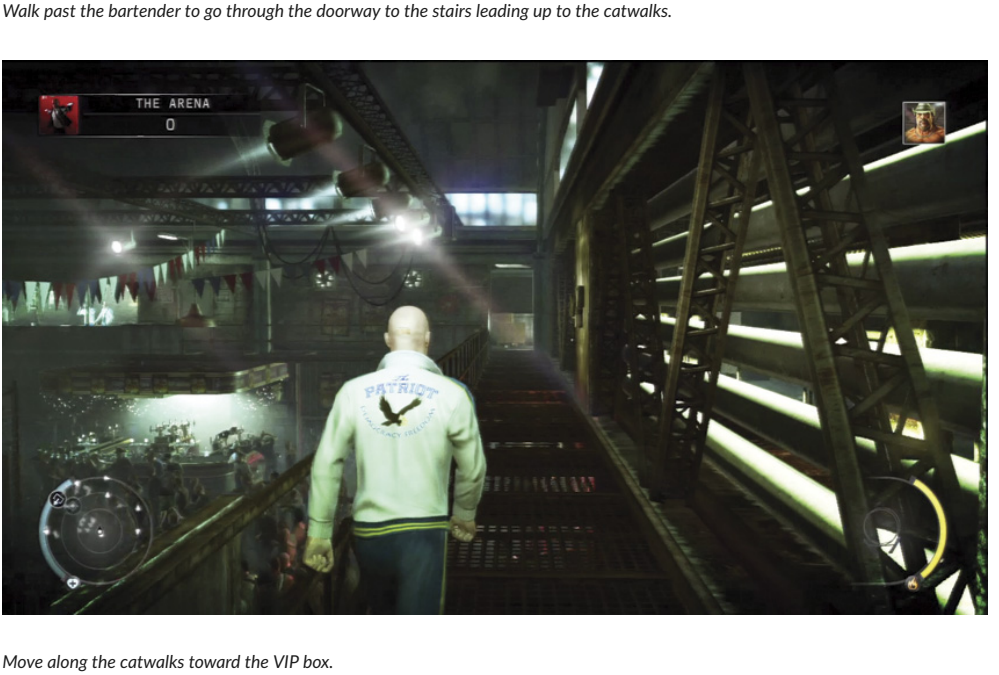
Exit the arena with your head held high. You won in a fair fight.

Outside the Ring

After picking the lock to get to the next area, walk straight ahead and through the flag curtains to enter the main arena. Turn to the right and walk all the way to the bar. Pick up a bottle to use as a distraction later, and then continue through the doorway by walking right behind the bartender. As long as you are in your entourage costume, you can move freely past the guard and up to the catwalks. At the top of the stairs, turn to the right and follow the catwalks overlooking the arena all the way around to a VIP box. There are a couple of the Patriot's entourage inside. If necessary, you can hide by the punching bag until they leave or are not looking. However, you can pick up the evidence on the back counter while they are enjoying the fight. Then, get back out to the catwalks.



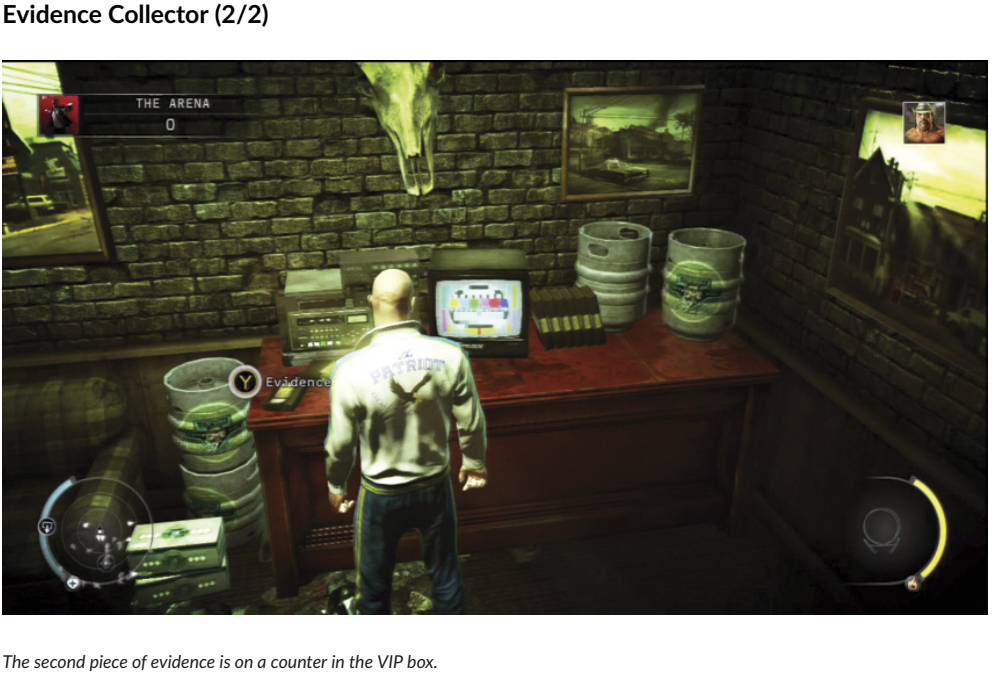
Walk past the bartender to go through the doorway to the stairs leading up to the catwalks.



Move along the catwalks toward the VIP box.

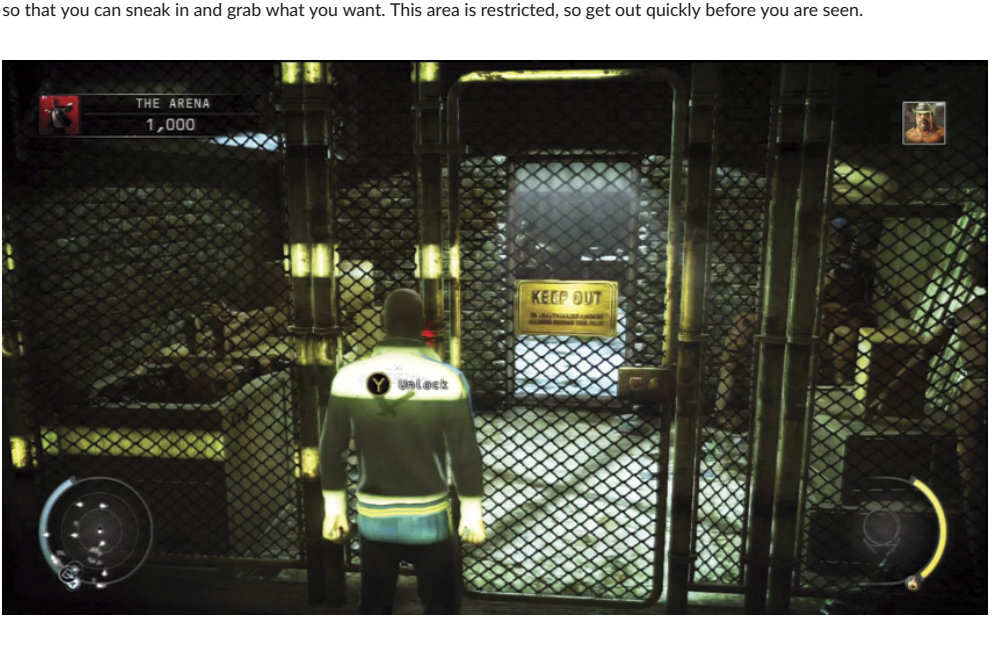
CHALLENGE

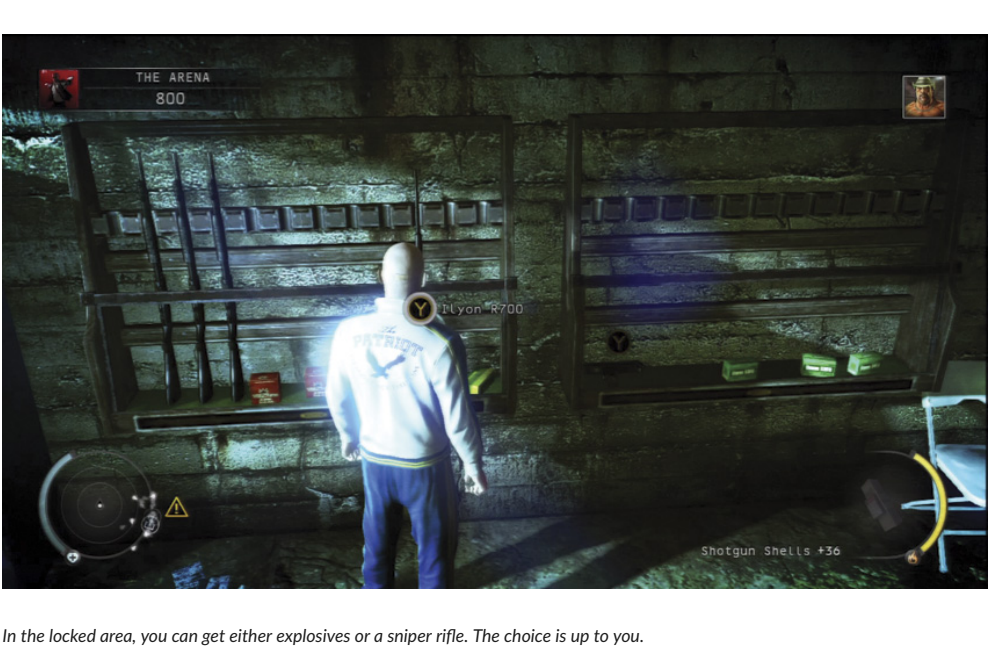
Evidence Collector (2/2)



The second piece of evidence is on a counter in the VIP box.

As you begin backtracking, move into a side catwalk that runs parallel to the one overlooking the arena. When you get to the end, there are two chain link gates that are locked. You need a keycard to get through them. They lead to two connected rooms. There is a guard in each. The room on the left has C4 explosives while the one on the right has a sniper rifle as well as a shotgun. Depending on what you want to use to kill Sanchez, choose a gate to go through and distract the guard in that room so that you can sneak in and grab what you want. This area is restricted, so get out quickly before you are seen.



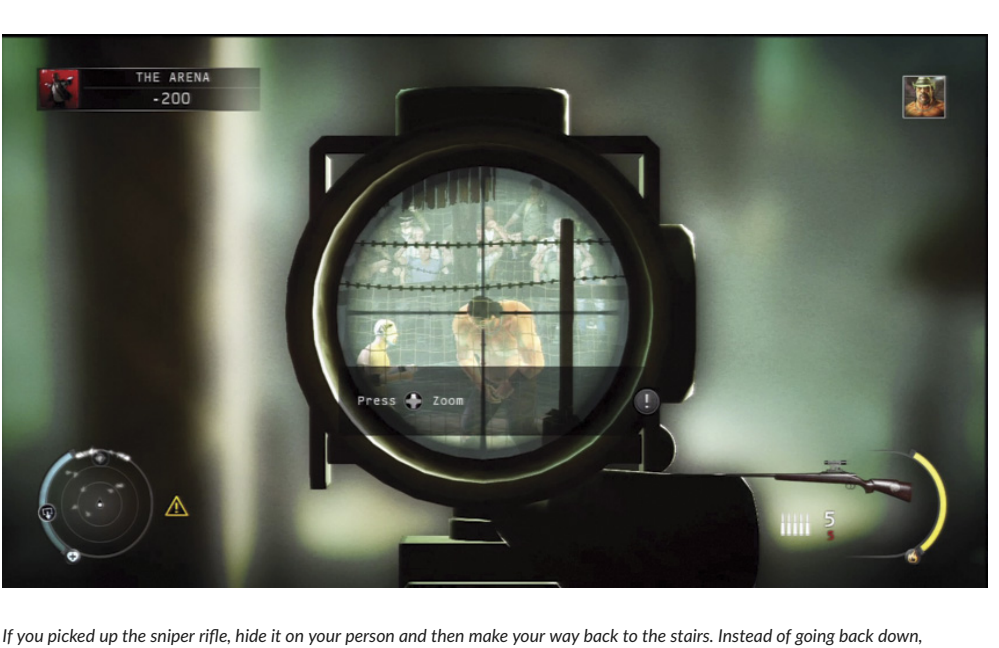


In the locked area, you can get either explosives or a sniper rifle. The choice is up to you.

CHALLENGE

Wing Man

THE ARENA
800
PATRIOT

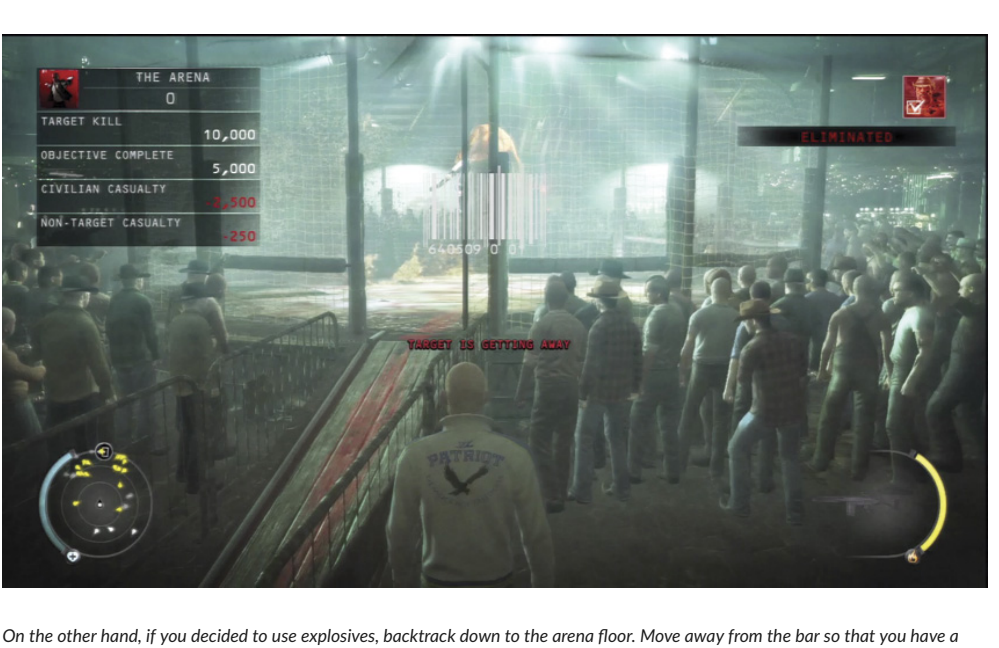


If you picked up the sniper rifle, hide it on your person and then make your way back to the stairs. Instead of going back down, continue along the walkway toward a locked door at the end with a couple of guards next to it. Pick up a wrench along the way. You can either wait for one of the guards to leave, or open the locked door and throw a wrench inside. One of the guards will go into the room to investigate. Wait until the other guard is not looking, and then move into the room and subdue the guard. Hide the body. Next, move out and subdue the second guard and drag his body into the room to hide it in the cabinet. Now that the two guards are taken care of, you can pull out the sniper rifle. Take aim at Sanchez through the open window. Wait until the Patriot hits him, and then shoot Sanchez so that it looks like he goes down as a result of the Patriot's hit. Your target is dead and it appears to be an accident.

CHALLENGE

My Enemy

THE ARENA
0
VISIBLY ARMED



On the other hand, if you decided to use explosives, backtrack down to the arena floor. Move away from the bar so that you have a clear line of sight through an open door to the ring. Throw the C4 into the ring, and then begin walking away. It is timed and explodes on its own after several seconds. It is important to throw the explosives quickly since you look suspicious while holding them in your hand. After the C4 detonates, Sanchez is killed.

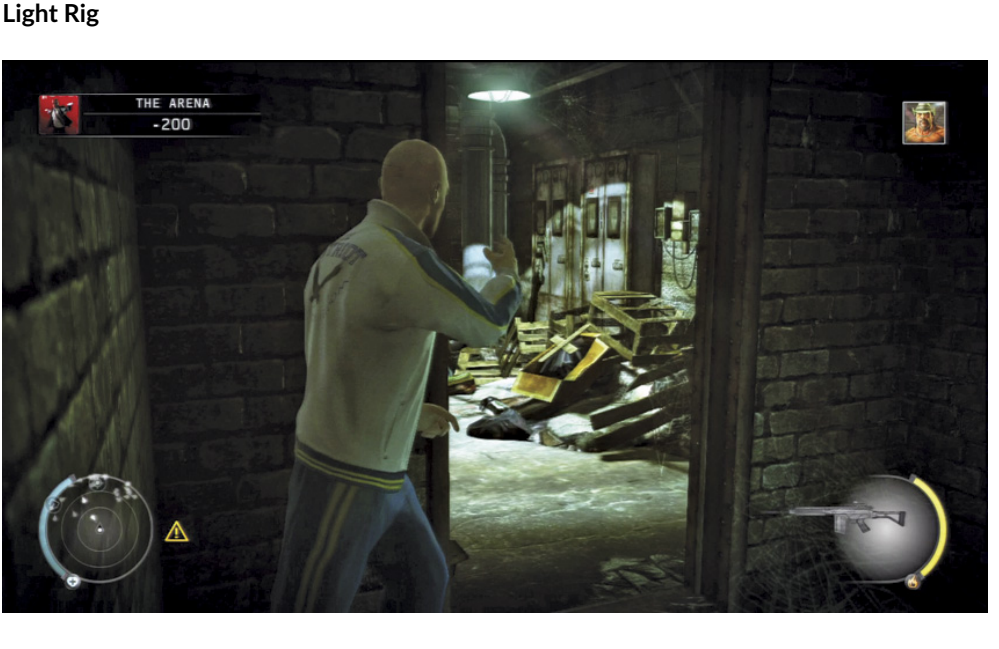
CHALLENGE

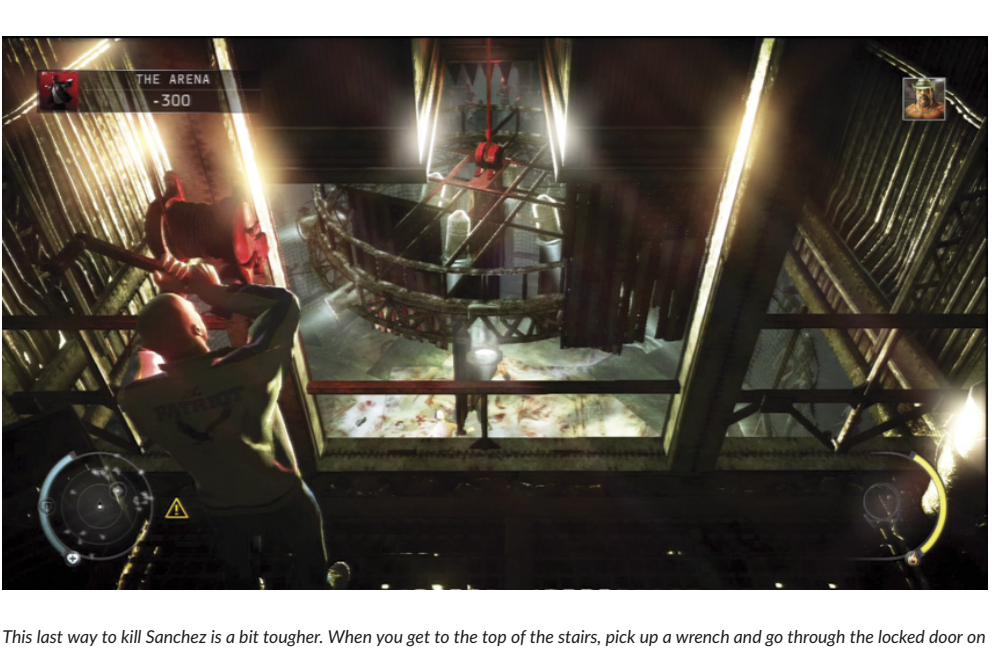
Suit Only

When going for this challenge, be sure to pick up the remote explosive from the hangar near the evidence. Use the same tactic as the C4 for throwing the explosive into the ring. Then you can detonate it whenever you want. While in your suit, you can blend in with the crowd.

CHALLENGE

Light Rig





This last way to kill Sanchez is a bit tougher. When you get to the top of the stairs, pick up a wrench and go through the locked door on the left. You need a keycard to unlock it. Move through the door and continue slowly up the stairs. You are now in a restricted area, so you need to use stealth. As you climb the stairs, wait until the two guards at the top finish their conversation and one moves away. Then, throw the wrench into the right side of the room at the top of the stairs to lure a guard in that direction. Sneak up behind him and subdue him. Leave the body since there is nowhere to hide it. Pick up the wrench and move along the narrow corridor. The second guard is up ahead. Throw the wrench past him into the corridor and when he moves to look at it, come up behind him and subdue him. There is a red lever next to where the second guard was standing. Pull on the lever to release the light rig that is hanging over the ring. It comes crashing down, killing Sanchez in the process, and completes this challenge.

CHALLENGE

Technical Knockout

Complete Untouchable, Light Rig, Wing Man, and My Enemy in order to get this challenge.

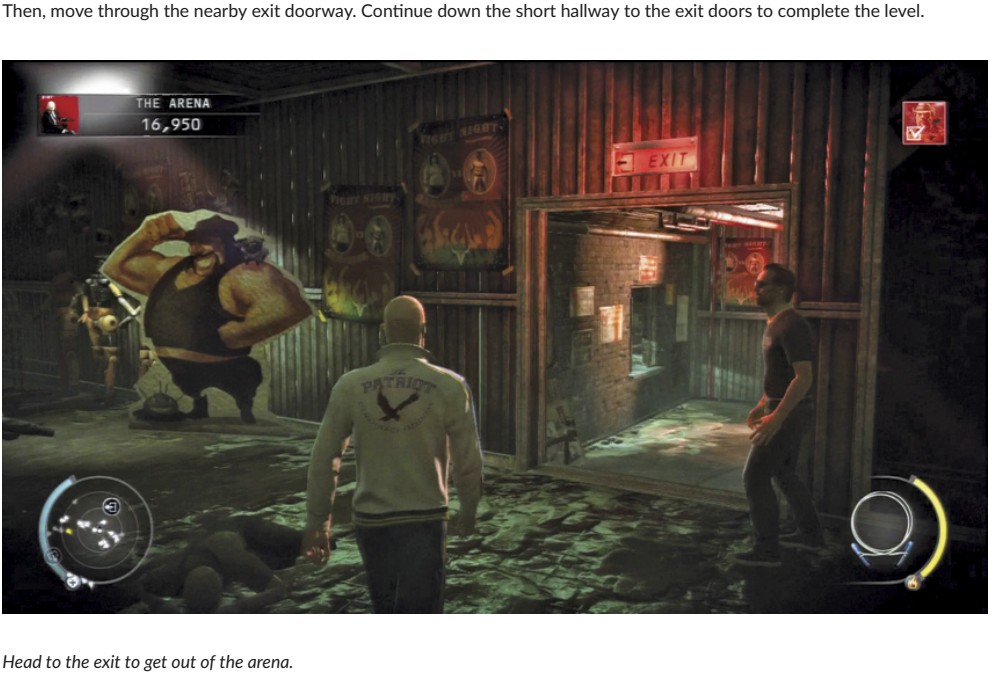
Achievements

Faith Can Move Mountains: Assassinate Sanchez in the fighting ring to complete this challenge.

Escape the Arena

Sanchez is down. You need to get out of the arena before the crowd realizes he will not be getting up.

Make your way to the bar with the stairs behind it, backtracking along the path you followed to position yourself for the kill. Then, move through the nearby exit doorway. Continue down the short hallway to the exit doors to complete the level.



Head to the exit to get out of the arena.

CHALLENGE

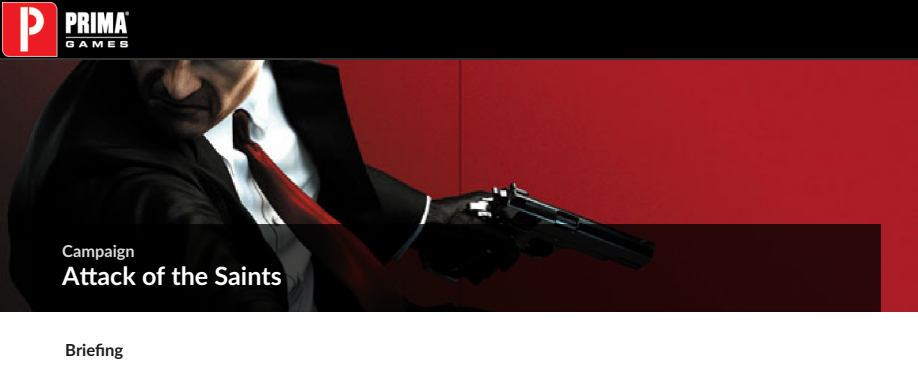
How the Mighty Fall

Eliminate Sanchez and exit the arena in order to complete this challenge.

CHALLENGE

Mastery: Fight Night

Complete all of the challenges to get this final challenge.



Campaign

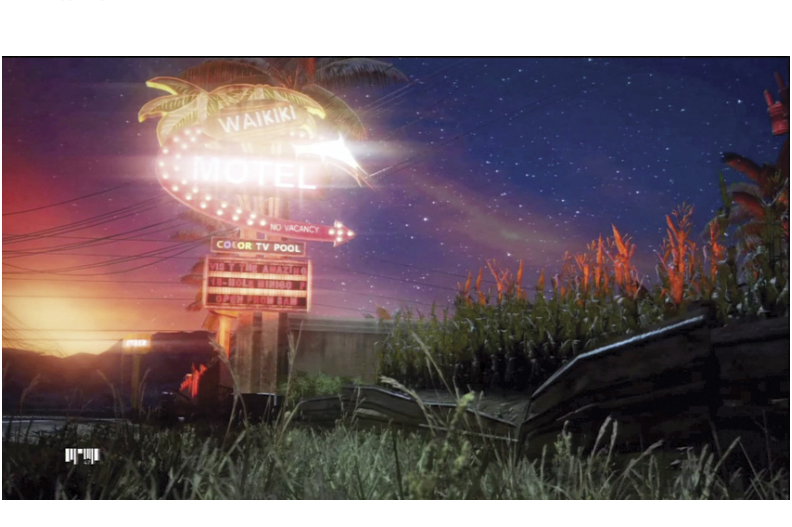
Attack of the Saints

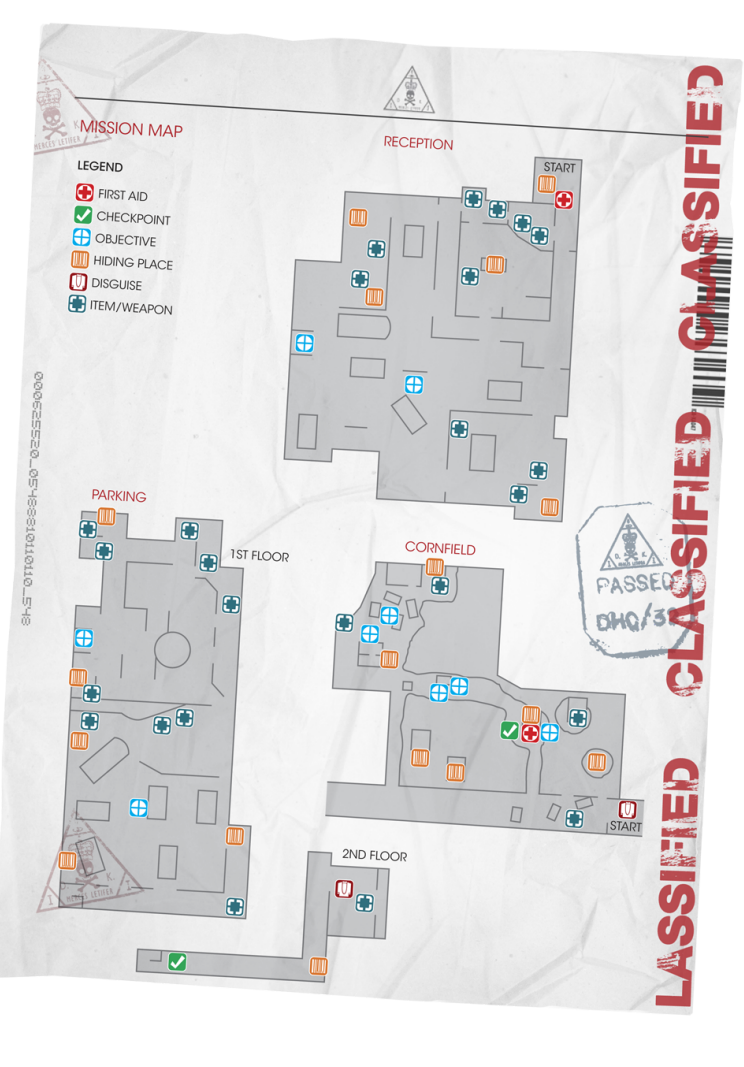
Briefing

The Saints. One of Travis's pet projects. Elite female assassins specializing in large scale covert operations. Working in pairs, they strike hard and fast, leaving no witnesses and no bodies. Their presence here tells me only one thing: Travis is getting desperate.

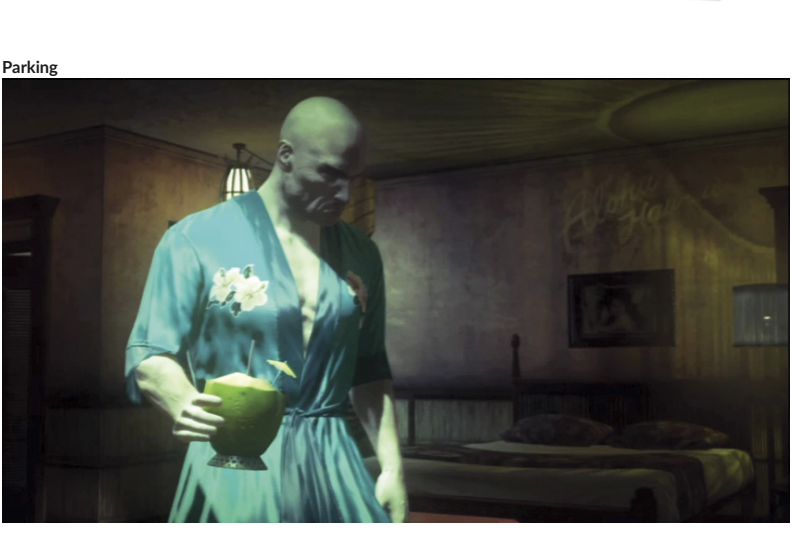
Initial Equipment

- Robe
- Twin Silverballer Pistols
- Fiberwire



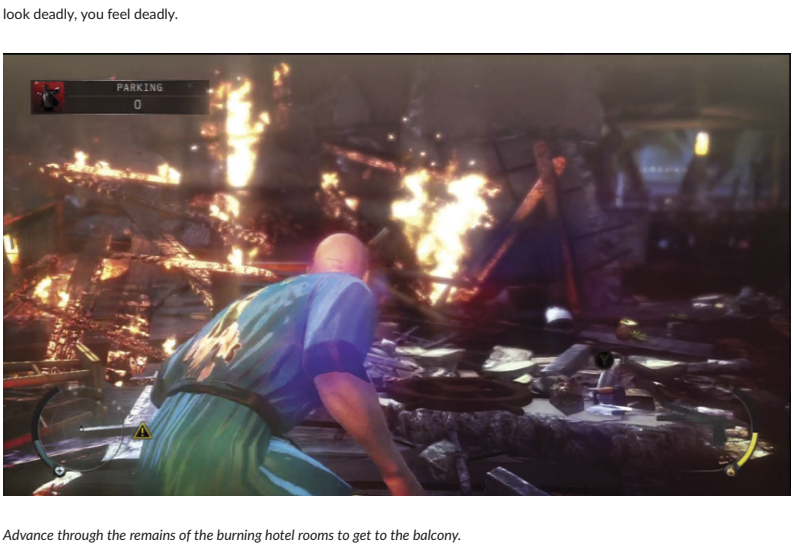


Parking



The Waikiki Inn. A Hawaiian-themed motel. Currently under attack by ICA assault team, the Saints. Open space surrounded by buildings. High level of exposure. Clearly, the Saints don't expect resistance.

As you are hiding out in the hotel, The Saints put an RPG through your window. Through quick thinking, you make it into a ventilation shaft, which saves your life. Crawl to the end and exit into a burning room. Make your way across this room, squeezing through a narrow gap and emerging into another room with access to the outside. Pick up an iron, which you can use for a distraction. Since you are still wearing a silk robe, locate a disguise and put on your trademark black suit. When you look deadly, you feel deadly.

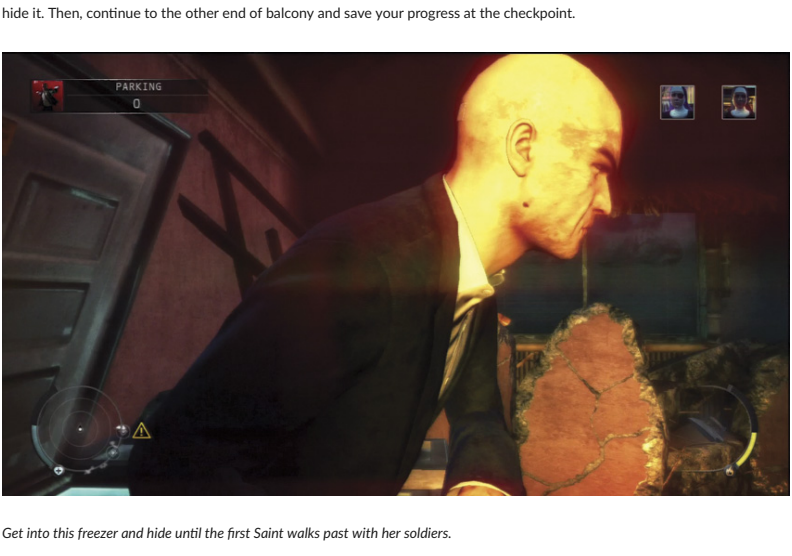


Advance through the remains of the burning hotel rooms to get to the balcony.

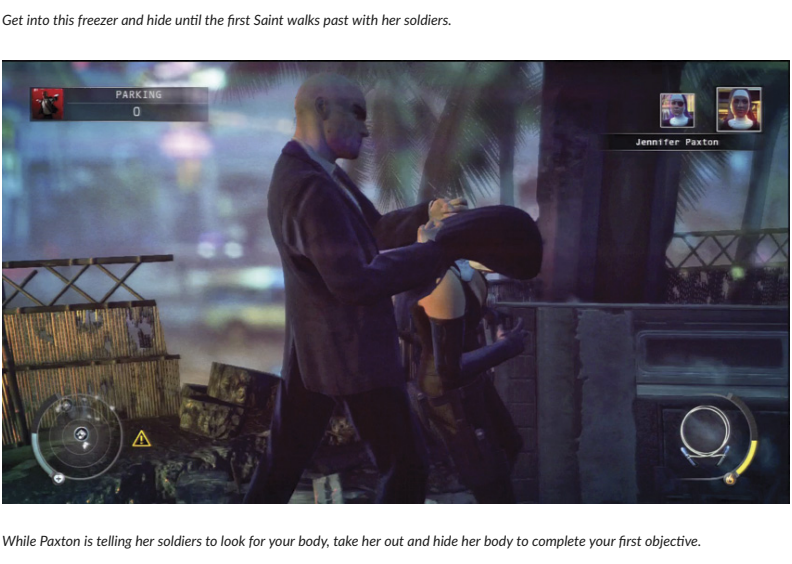
Eliminate Jennifer Paxton

Jennifer Anne Paxton is a member of the ICA rapid response initiative known as the Saints. With a background in a performance combat circuit, she is a highly skilled close-quarters combatant, and she is very dangerous. Avoid open confrontation. Instead, use distance and stealth tactics.

Once you get to the balcony, you need to move quickly. Paxton and a couple of agents are headed your way. Get to the freezer near the corner of the balcony walkway and hide inside. Wait there until Paxton and her two soldiers move past you. Then, climb out and take cover behind the pillar in the corner. Get your fiberwire ready. Sneak up behind Paxton while she has her back to you. Wait until her soldiers move into the burning room, and then garrote her. Quickly drag the body into the freezer to hide it. Then, continue to the other end of balcony and save your progress at the checkpoint.



Get into this freezer and hide until the first Saint walks past with her soldiers.

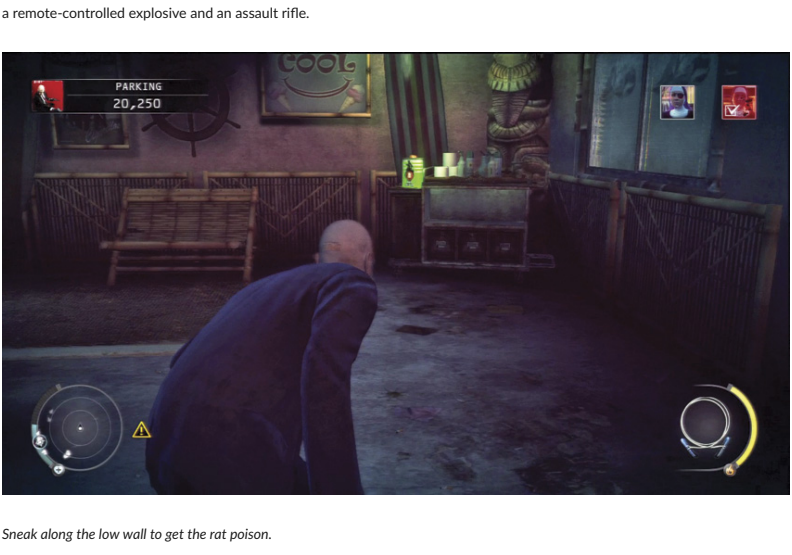


While Paxton is telling her soldiers to look for your body, take her out and hide her body to complete your first objective.

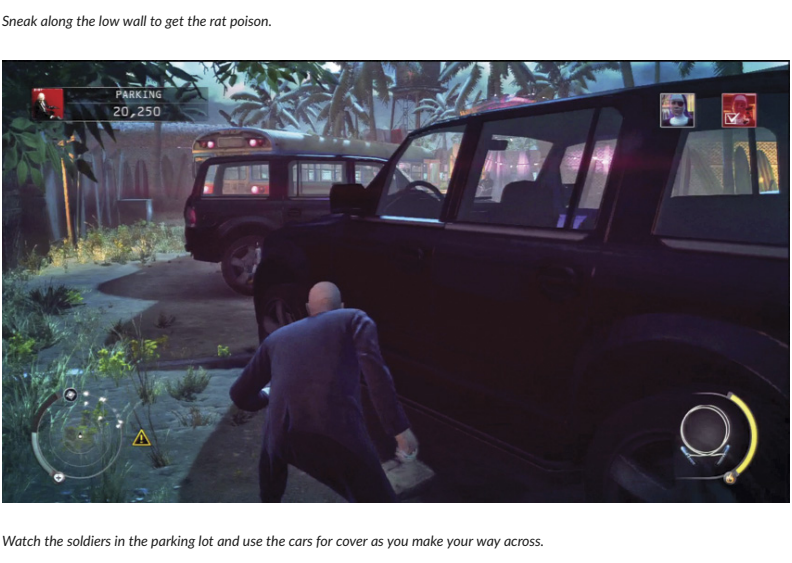
Eliminate Heather McCarthy

Heather McCarthy is a member of the ICA rapid response initiative known as the Saints. She comes from an abusive background, which has contributed to her high psych rating and her sadistic streak toward men. Avoid open confrontation. Instead, use distance and stealth tactics.

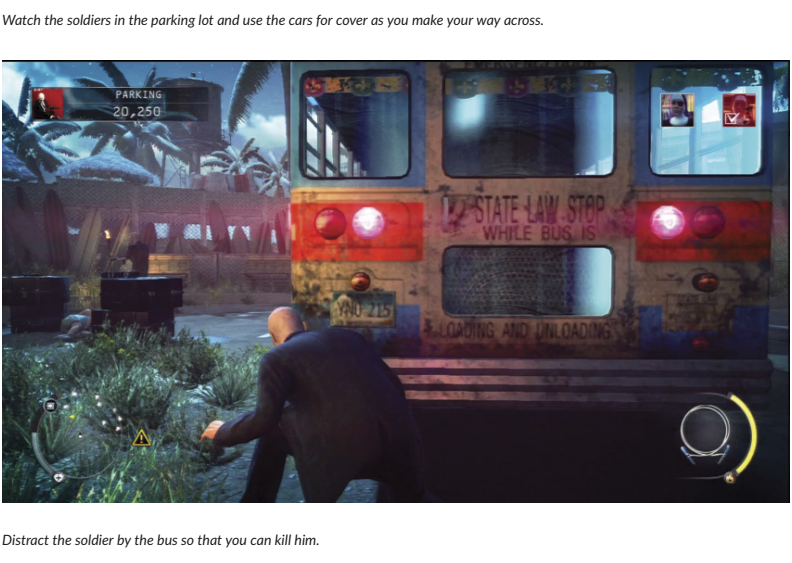
Head to the stairs and crouch down, taking cover behind the low wall. There are several soldiers out in the parking lot. Use the change cover move when you get to the end of the low wall to roll or slide to the other side. Continue doing this until you reach the corner. Make sure no soldiers are looking in your direction, and then get the rat poison off of the table in the corner. Sneak back toward the stairs and wait, watching the soldier nearest to you. Once he moves away from you, sneak toward the container behind the car. From there, carefully sneak past another car to get behind the Saints' bus. There is a soldier near the front of the bus. You need to get rid of him. Throw the iron over by the container along the wall behind the bus. Then, move behind the rear of the bus. As the soldier goes to look at the iron, get in behind him and garrote him. Drag the body to the container and hide it. Then, take the soldier's uniform for a disguise. While you are here, pick up the iron or a bottle, as well as a remote-controlled explosive and an assault rifle.



Sneak along the low wall to get the rat poison.



Watch the soldiers in the parking lot and use the cars for cover as you make your way across.



Distract the soldier by the bus so that you can kill him.

CHALLENGE

Chameleon

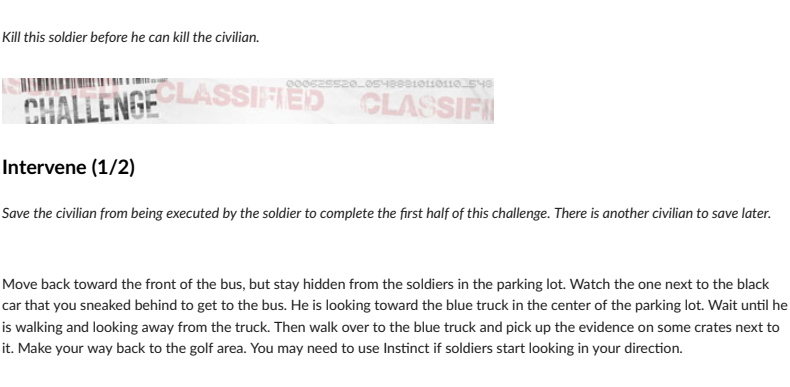
In order to complete this challenge, you need to acquire three disguises: your trademark black suit, an Agency soldier, and a scarecrow.

Weapons & Equipment

Agency Soldier

This outfit is worn by ICA assault team members. The ballistic vest provides excellent protection. While wearing this disguise, you can fool the Saints. However, you must be careful around other Agency soldiers who will see through the disguise. These soldiers will not try to apprehend you—they have orders to shoot on sight.

Once you are loaded up, walk past the front of the bus into a miniature golf area. A soldier has captured a citizen and is about to execute him. Sneak up behind him and garrote him, dragging the body away from the view of other soldiers and leaving it next to the containers. You can pick up a knife and an assault rifle here. Leave the knife. While it can come in handy, you need a distraction more than a weapon.



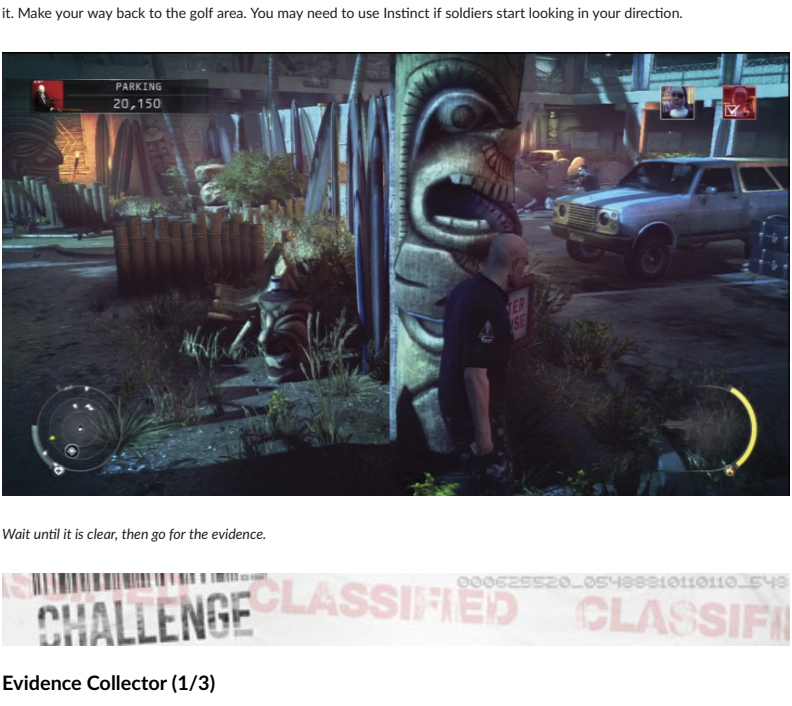
Kill this soldier before he can kill the civilian.

CHALLENGE

Intervene (1/2)

Save the civilian from being executed by the soldier to complete the first half of this challenge. There is another civilian to save later.

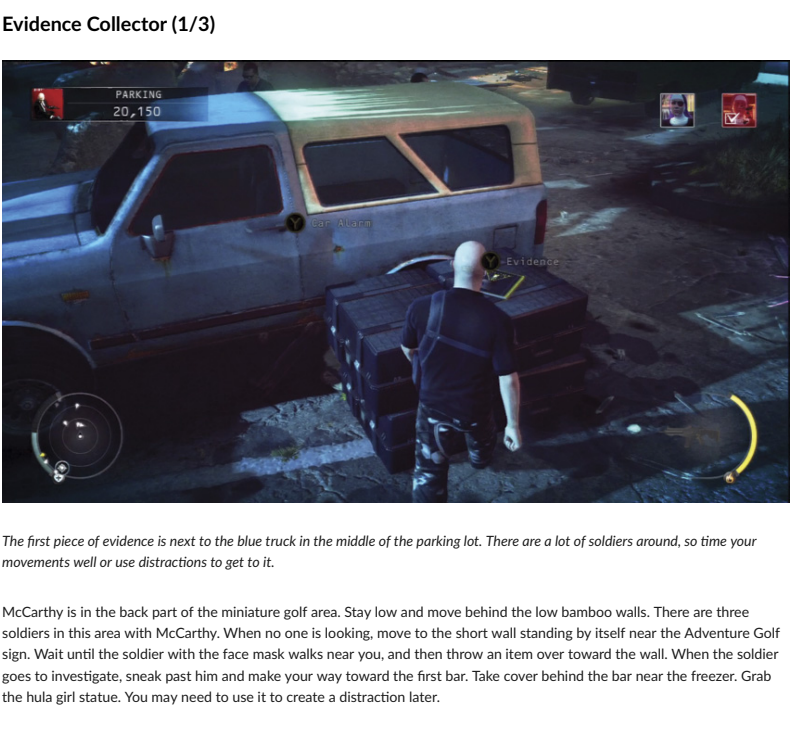
Move back toward the front of the bus, but stay hidden from the soldiers in the parking lot. Watch the one next to the black car that you sneaked behind to get to the bus. He is looking toward the blue truck in the center of the parking lot. Wait until he is walking and looking away from the truck. Then walk over to the blue truck and pick up the evidence on some crates next to it. Make your way back to the golf area. You may need to use Instinct if soldiers start looking in your direction.



Wait until it is clear, then go for the evidence.

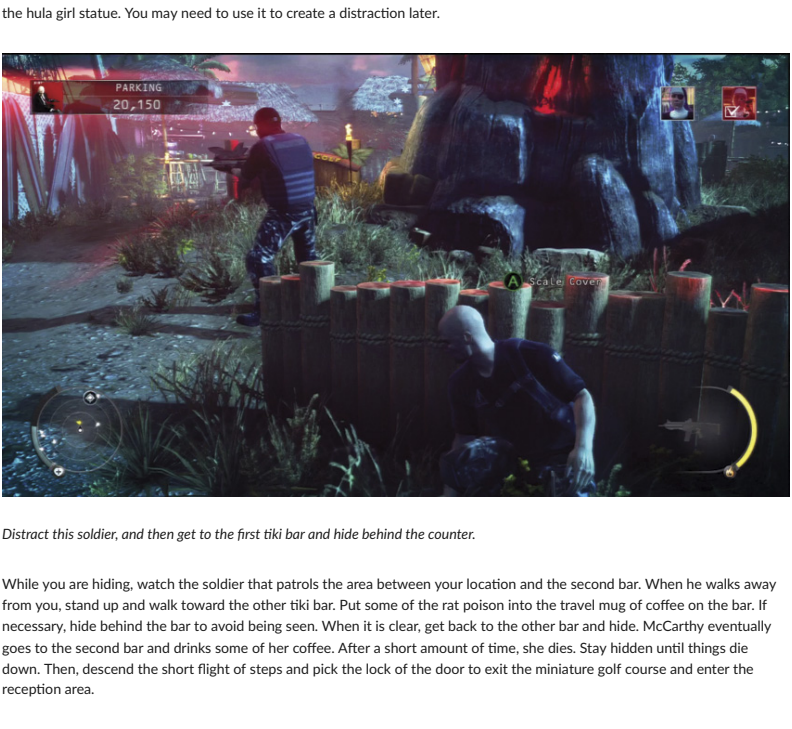
CHALLENGE

Evidence Collector (1/3)



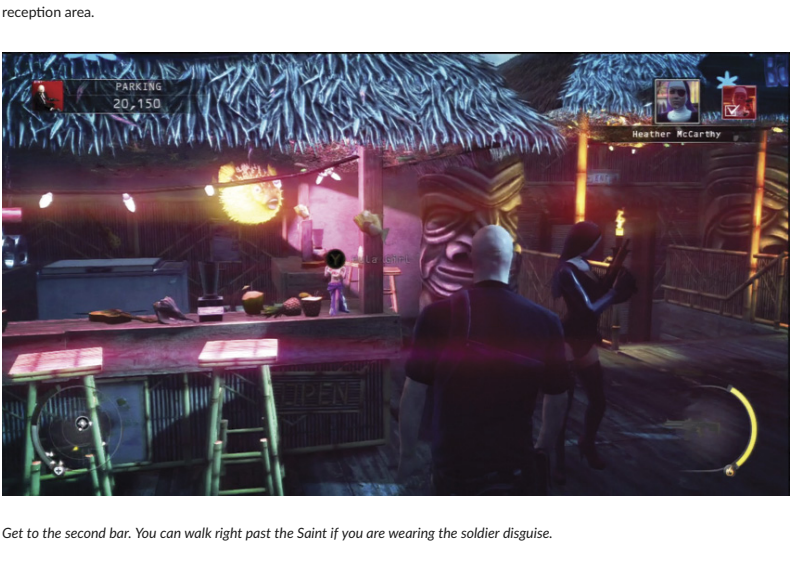
The first piece of evidence is next to the blue truck in the middle of the parking lot. There are a lot of soldiers around, so time your movements well or use distractions to get to it.

McCarthy is in the back part of the miniature golf area. Stay low and move behind the low bamboo walls. There are three soldiers in this area with McCarthy. When no one is looking, move to the short wall standing by itself near the Adventure Golf sign. Wait until the soldier with the face mask walks near you, and then throw an item over toward the wall. When the soldier goes to investigate, sneak past him and make your way toward the first bar. Take cover behind the bar near the freezer. Grab the hula girl statue. You may need to use it to create a distraction later.

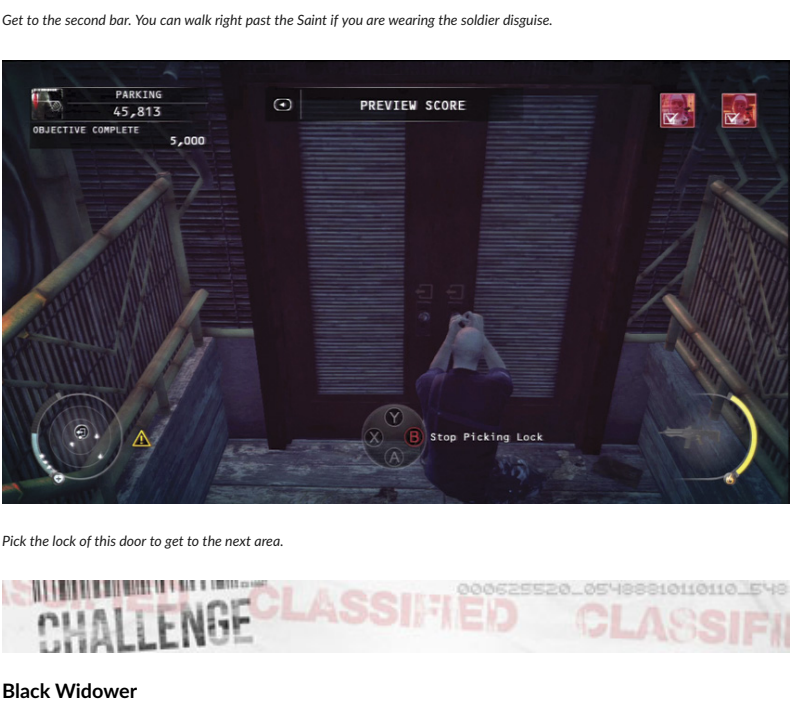


Distract this soldier, and then get to the first tiki bar and hide behind the counter.

While you are hiding, watch the soldier that patrols the area between your location and the second bar. When he walks away from you, stand up and walk toward the other tiki bar. Put some of the rat poison into the travel mug of coffee on the bar. If necessary, hide behind the bar to avoid being seen. When it is clear, get back to the other bar and hide. McCarthy eventually goes to the second bar and drinks some of her coffee. After a short amount of time, she dies. Stay hidden until things die down. Then, descend the short flight of steps and pick the lock of the door to exit the miniature golf course and enter the reception area.



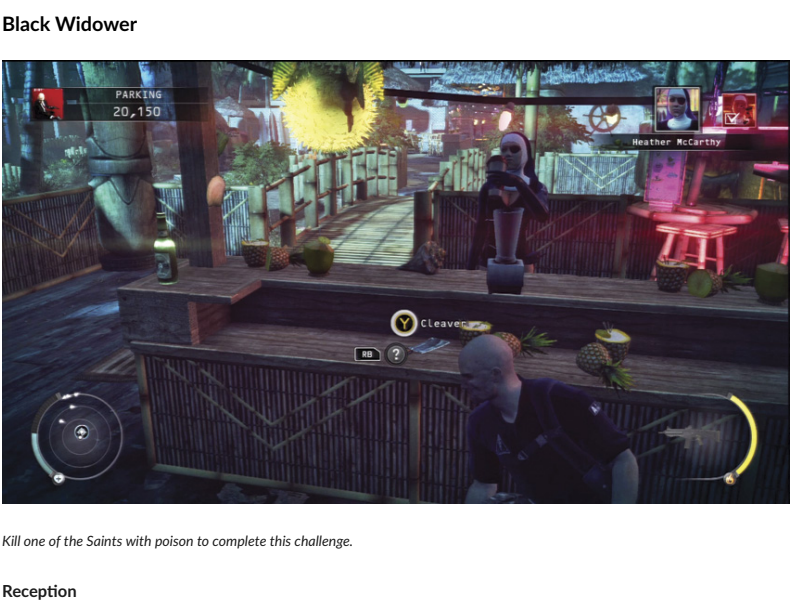
Get to the second bar. You can walk right past the Saint if you are wearing the soldier disguise.



Pick the lock of this door to get to the next area.

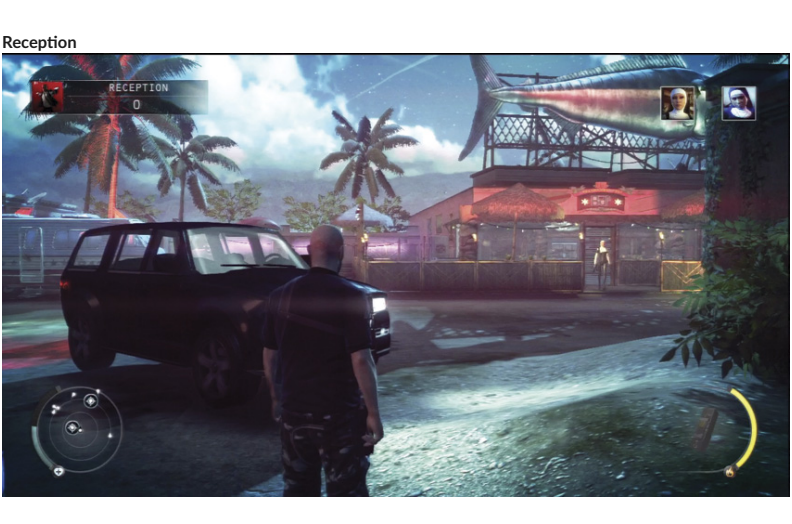
CHALLENGE

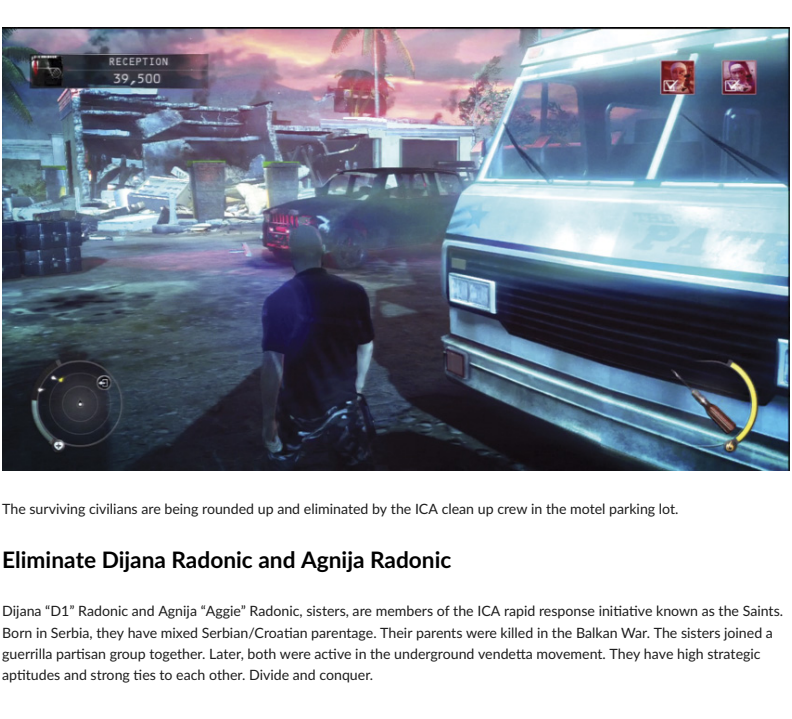
Black Widower



Kill one of the Saints with poison to complete this challenge.

Reception



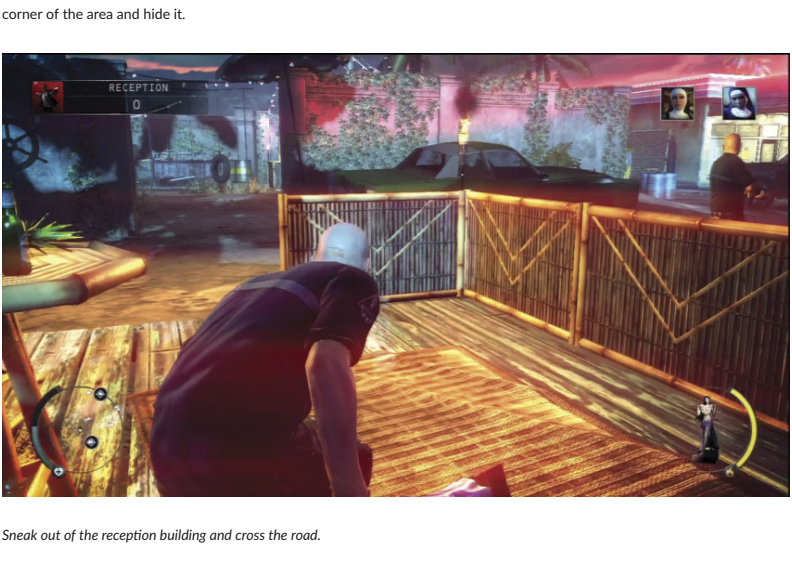


The surviving civilians are being rounded up and eliminated by the ICA clean up crew in the motel parking lot.

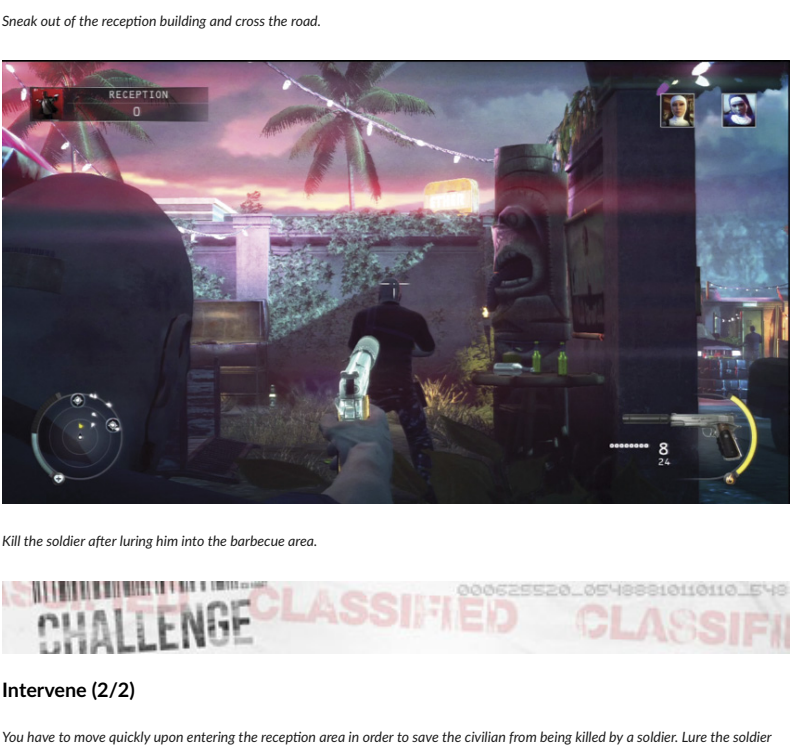
Eliminate Dijana Radonic and Agnija Radonic

Dijana "D1" Radonic and Agnija "Aggie" Radonic, sisters, are members of the ICA rapid response initiative known as the Saints. Born in Serbia, they have mixed Serbian/Croatian parentage. Their parents were killed in the Balkan War. The sisters joined a guerrilla partisan group together. Later, both were active in the underground vendetta movement. They have high strategic aptitudes and strong ties to each other. Divide and conquer.

After exiting the golf course, you find yourself in the back room of the reception building for the motel. If you do not already have something you can use for a distraction, pick up the hula girl statue. A civilian is about to be executed by a soldier. If you want to save him, you have to act fast. Move past the open doorway to another room and instead open the door that leads outside. Stay low and move past the reception building. Continue across the road into a barbecue area with high walls around it. Throw the statue or another item against the wall to the right of the entrance to lure the soldier into the barbecue area. Then, stay low and hide near the corner, over by the entrance. Wait for the soldier to get around the wall and out of sight from those in the reception building, and then silently kill him. It's tough to get behind him to use your fiberwire, so just shoot him with your Silverballer. A single headshot does the trick and gives you a silent kill. Then, drag the body to the freezer in the far corner of the area and hide it.



Sneak out of the reception building and cross the road.



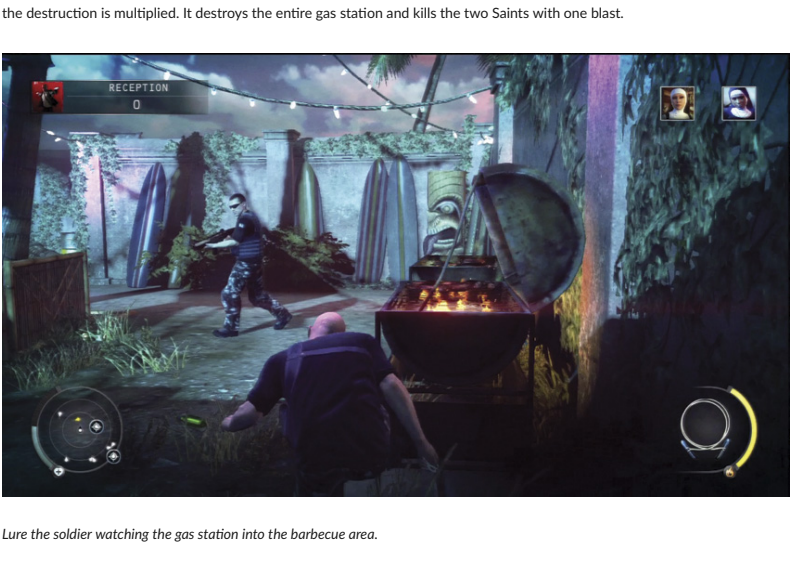
Kill the soldier after luring him into the barbecue area.

CHALLENGE

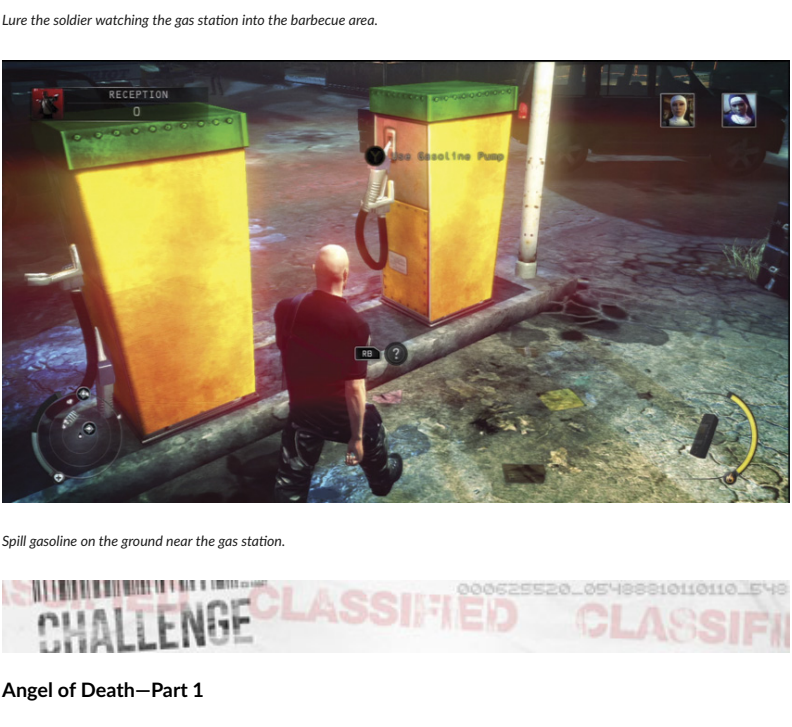
Intervene (2/2)

You have to move quickly upon entering the reception area in order to save the civilian from being killed by a soldier. Lure the soldier into the barbecue area so you can kill him and hide the body without being seen.

The next task you need to do to complete your objective is to get rid of the soldier near the other entrance to the barbecue area. He is watching the gas station and can wreck your plans. Use a bottle or other object to lure him into the barbecue area so you can garrote him and hide his body in the freezer. Next, walk toward the gas station. There are three gas pumps. Go to the closest one and use the pump to spill some gasoline on the ground. Then, do the same at the other two pumps. As long as you are wearing an Agency soldier disguise, the Saints won't bother you. If some of the guards start looking in your direction, use Instinct and just stand behind one of the pumps. Don't crouch down or take cover behind them or you will look suspicious. After you have spilled gasoline from the three pumps, move back toward the barbecue area. Wait until the Saints are away, and then throw the remote-controlled explosive out into the puddle of gas near the two pumps. Wait until both Saints are near the gas station talking to one another. This is the perfect opportunity to detonate the explosive. The spilled gasoline ensures that the destruction is multiplied. It destroys the entire gas station and kills the two Saints with one blast.



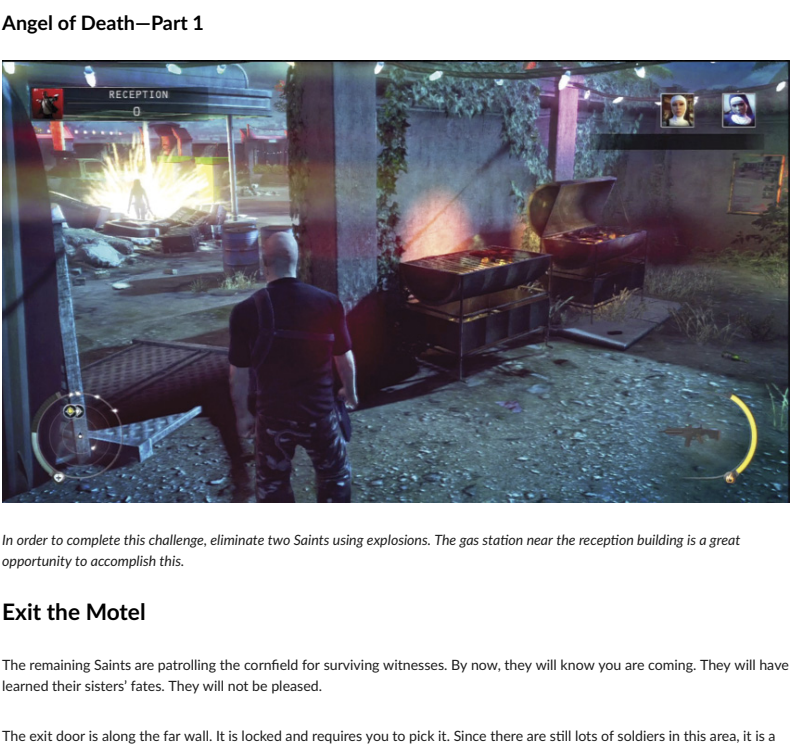
Lure the soldier watching the gas station into the barbecue area.



Spill gasoline on the ground near the gas station.

CHALLENGE

Angel of Death—Part 1

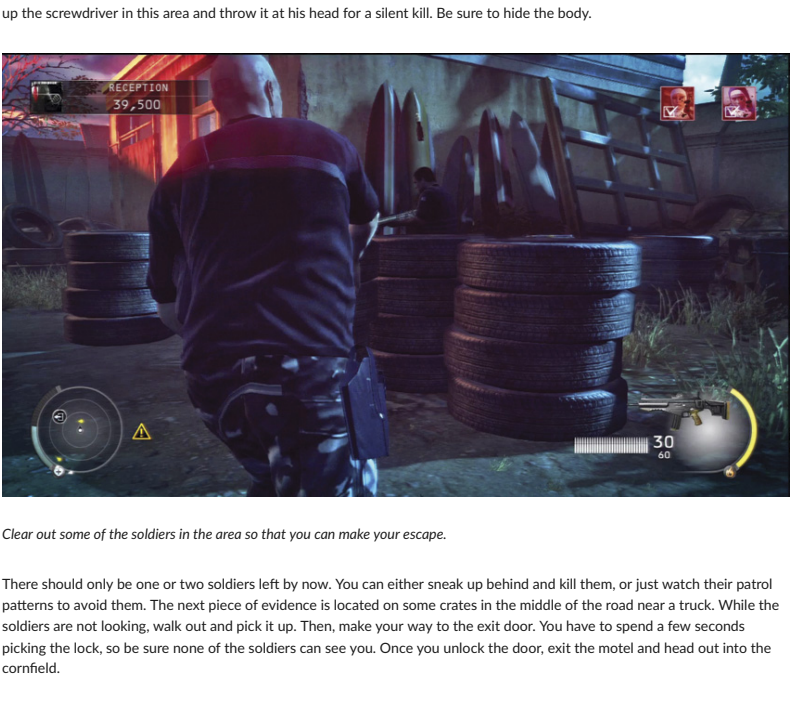


In order to complete this challenge, eliminate two Saints using explosions. The gas station near the reception building is a great opportunity to accomplish this.

Exit the Motel

The remaining Saints are patrolling the cornfield for surviving witnesses. By now, they will know you are coming. They will have learned their sisters' fates. They will not be pleased.

The exit door is along the far wall. It is locked and requires you to pick it. Since there are still lots of soldiers in this area, it is a good idea to thin them out before making your escape. Start off by returning to the reception building. Enter through the door you used to exit at the start. Lure the soldier inside this building into the back room and then garrote him. Hide the body in the freezer in the back room. Then, make your way through the reception building to the door on the other side. Hide behind the car and hit it to sound the car alarm. A soldier will come to investigate. Sneak around behind him and use your fiberwire. You can then drag the body into the walled area in the corner and hide it inside a container. While in the walled area, take cover behind some tires and throw an object against the wall to lure the soldier by the exit into this area. Either garrote him or pick up the screwdriver in this area and throw it at his head for a silent kill. Be sure to hide the body.

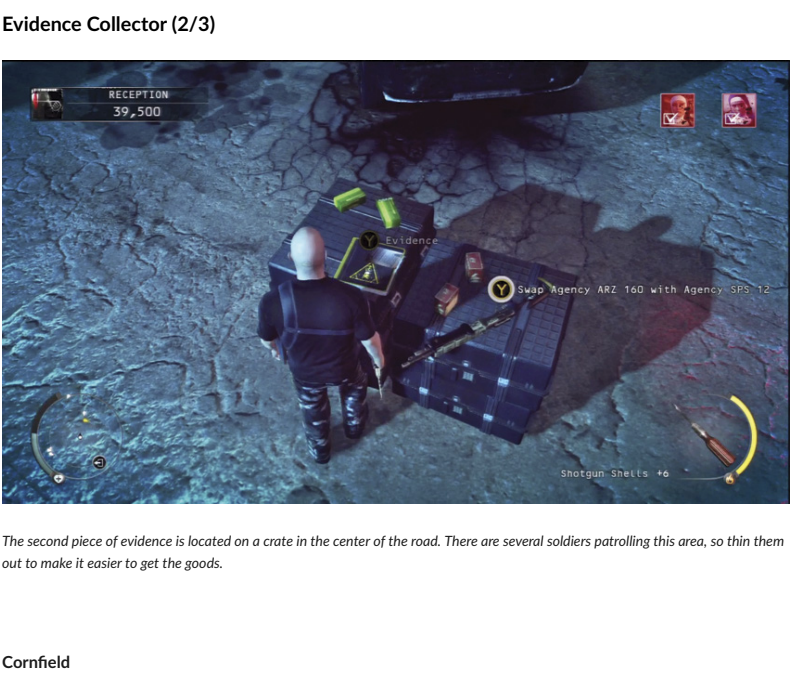


Clear out some of the soldiers in the area so that you can make your escape.

There should only be one or two soldiers left by now. You can either sneak up behind and kill them, or just watch their patrol patterns to avoid them. The next piece of evidence is located on some crates in the middle of the road near a truck. While the soldiers are not looking, walk out and pick it up. Then, make your way to the exit door. You have to spend a few seconds picking the lock, so be sure none of the soldiers can see you. Once you unlock the door, exit the motel and head out into the cornfield.

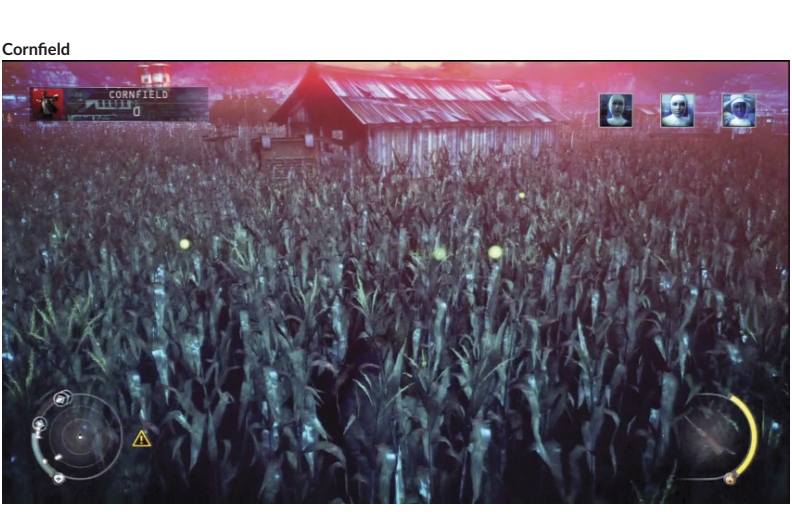
CHALLENGE

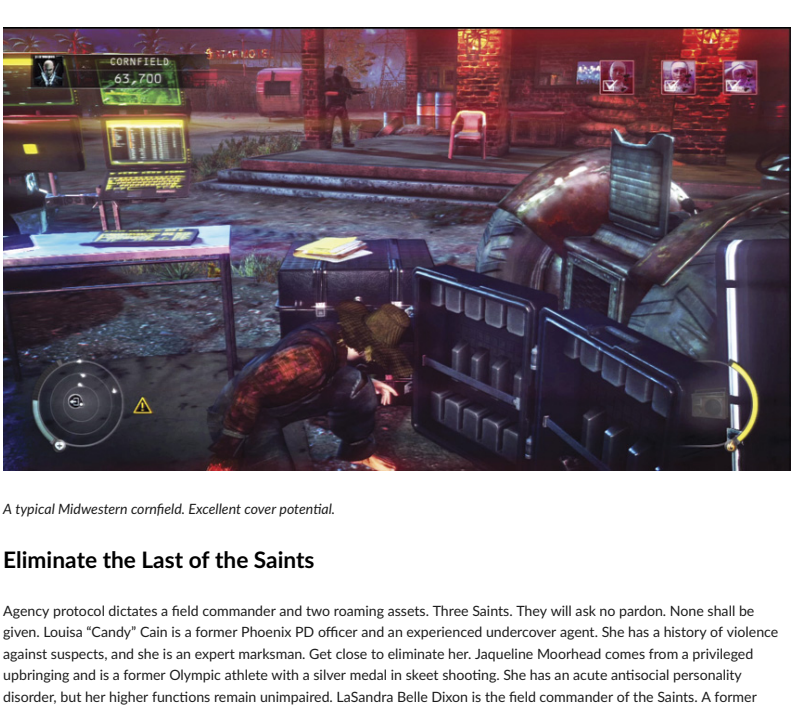
Evidence Collector (2/3)



The second piece of evidence is located on a crate in the center of the road. There are several soldiers patrolling this area, so thin them out to make it easier to get the goods.

Cornfield



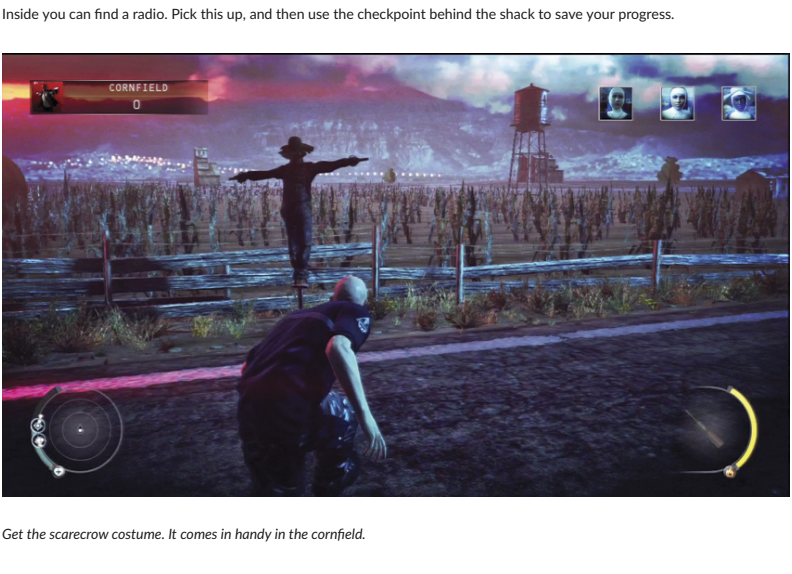


A typical Midwestern cornfield. Excellent cover potential.

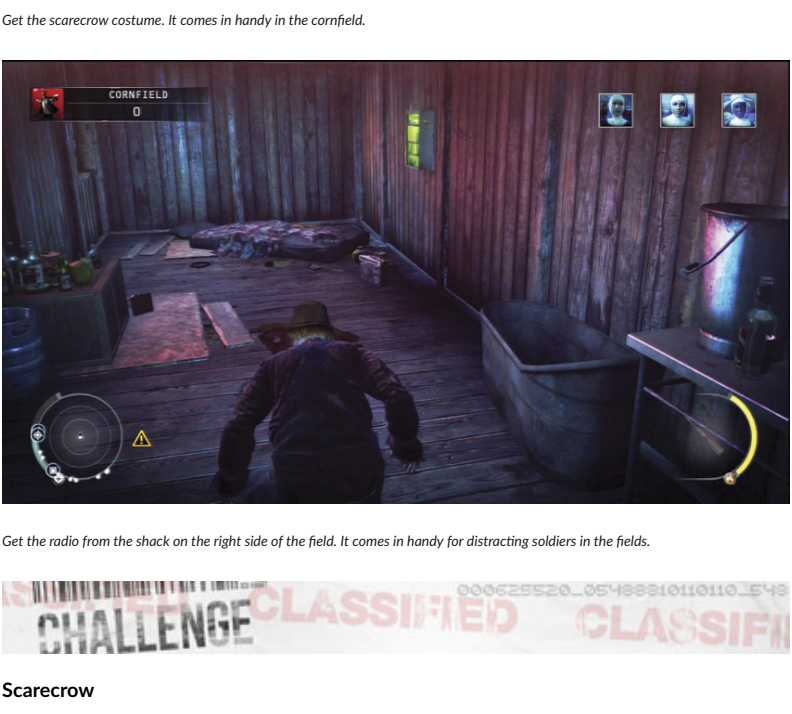
Eliminate the Last of the Saints

Agency protocol dictates a field commander and two roaming assets. Three Saints. They will ask no pardon. None shall be given. Louisa "Candy" Cain is a former Phoenix PD officer and an experienced undercover agent. She has a history of violence against suspects, and she is an expert marksman. Get close to eliminate her. Jaqueline Moorhead comes from a privileged upbringing and is a former Olympic athlete with a silver medal in skeet shooting. She has an acute antisocial personality disorder, but her higher functions remain unimpaired. LaSandra Belle Dixon is the field commander of the Saints. A former Oakland PD officer, she was headhunted by the FBI. An Agency star, she has senior management potential with superior leadership and strategic skills. All three women are very dangerous. Eliminate with extreme prejudice.

As you emerge from the motel, take cover behind some tires. Watch the soldiers to the left begin fanning out into the fields of corn. Once it looks clear, move across the road toward the scarecrow. Take the clothes to create a disguise you can use in the cornfield. Then, move along the road until you find a opening in the fence through which you can enter the cornfield. Stay low in the corn and either try to avoid the soldiers in the cornfield, or sneak up behind them and use the fiberwire to neutralize them. Just leave the bodies in the field. Move away from the road and toward a small shack in the far right corner of the area. Inside you can find a radio. Pick this up, and then use the checkpoint behind the shack to save your progress.



Get the scarecrow costume. It comes in handy in the cornfield.



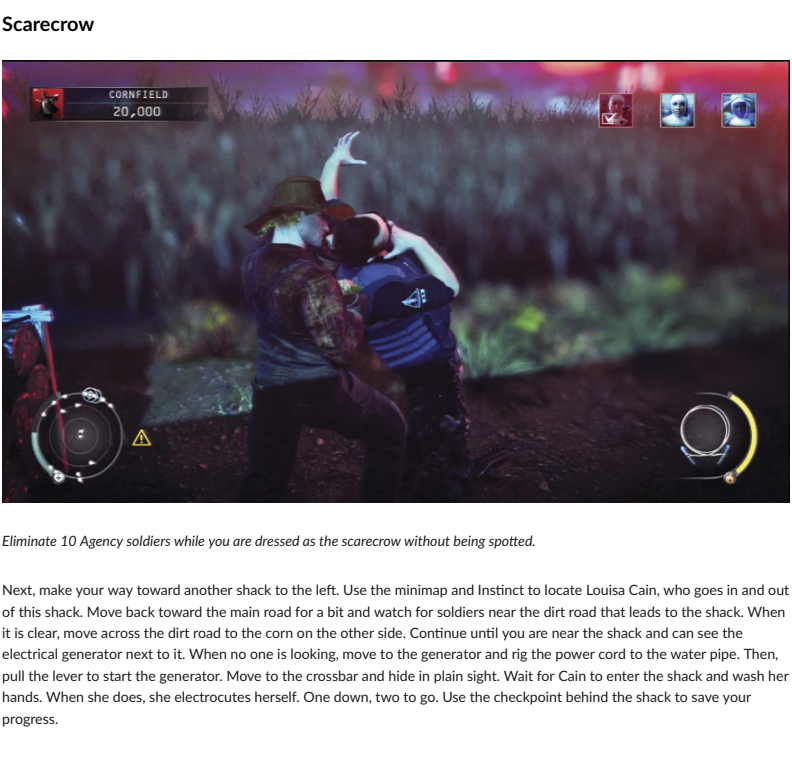
Get the radio from the shack on the right side of the field. It comes in handy for distracting soldiers in the fields.

CHALLENGE

Scarecrow

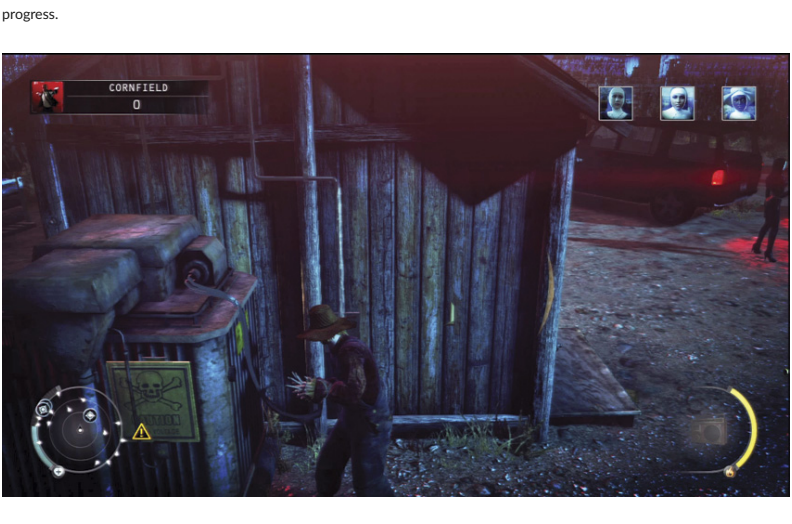
These rags belong to a scarecrow placed in the fields surrounding the Waikiki Inn. When you are in the cornfields, soldiers will not notice you if you stand still. In addition, there are crossbars in some areas where you can hide in plain sight.

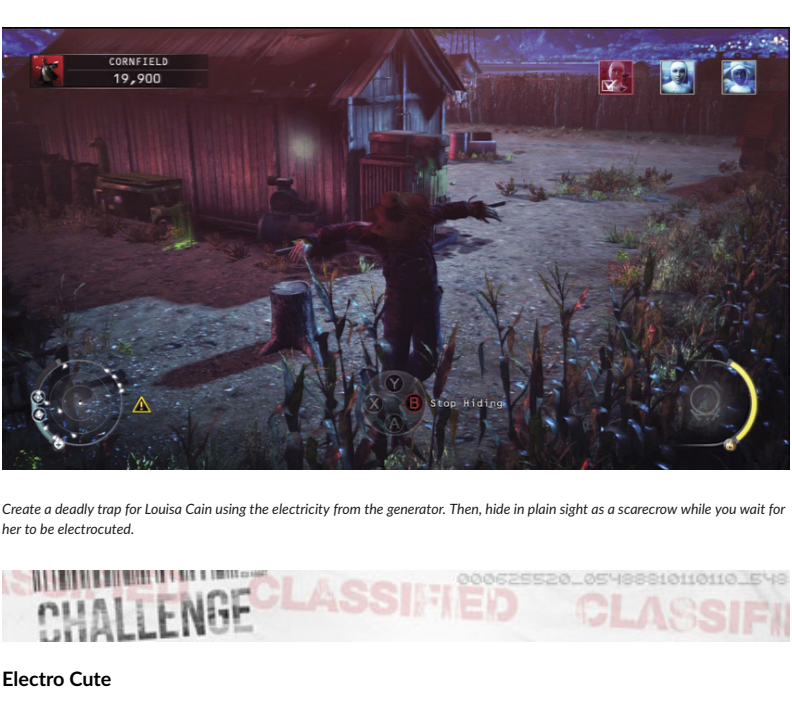
Scarecrow



Eliminate 10 Agency soldiers while you are dressed as the scarecrow without being spotted.

Next, make your way toward another shack to the left. Use the minimap and Instinct to locate Louisa Cain, who goes in and out of this shack. Move back toward the main road for a bit and watch for soldiers near the dirt road that leads to the shack. When it is clear, move across the dirt road to the corn on the other side. Continue until you are near the shack and can see the electrical generator next to it. When no one is looking, move to the generator and rig the power cord to the water pipe. Then, pull the lever to start the generator. Move to the crossbar and hide in plain sight. Wait for Cain to enter the shack and wash her hands. When she does, she electrocutes herself. One down, two to go. Use the checkpoint behind the shack to save your progress.





Create a deadly trap for Louisa Cain using the electricity from the generator. Then, hide in plain sight as a scarecrow while you wait for her to be electrocuted.

CHALLENGE

Electro Cute

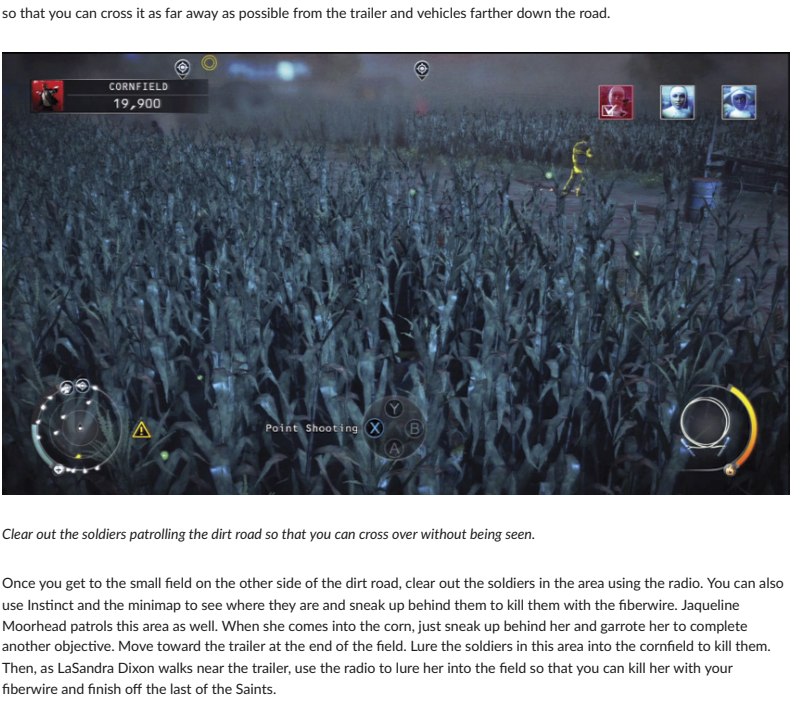
Kill one of the Saints by electrocution in order to complete this challenge.

CHALLENGE

Skirt Chaser

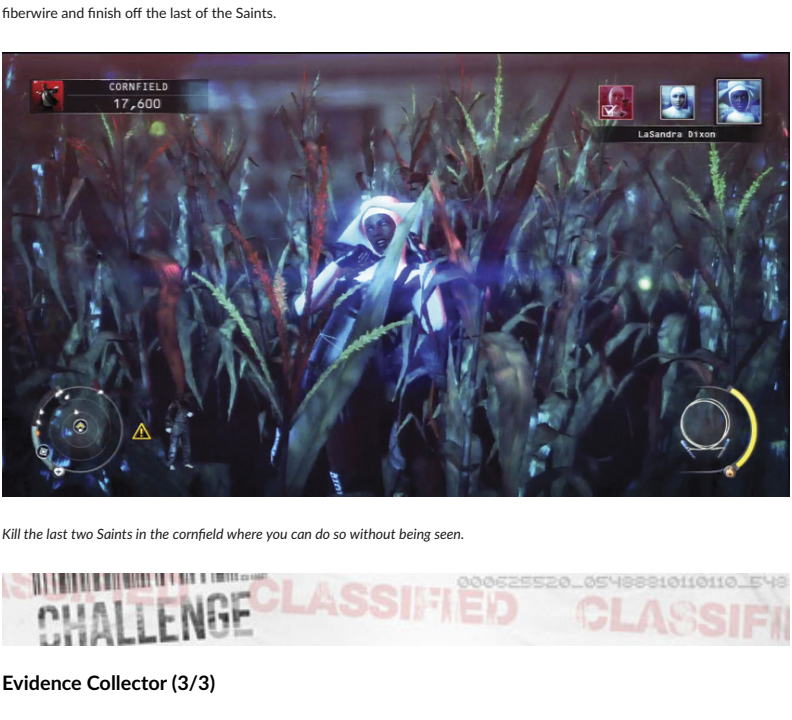
Complete both Black Widower and Electro Cute to get this challenge.

Move into the cornfield behind the shack and continue away from the building, walking parallel to the main road. There is a dirt road to your right that you must cross, but there are several soldiers patrolling it. This is where the radio comes in handy. Clear the soldiers out of the cornfield near where you want to cross. To do this, place the radio down in the field and turn it on. Then, move away. Wait for a soldier to come to shut it off, and then sneak up behind the soldier and garrote him. Drag the body away from the radio just in case another soldier comes your way. Use this same tactic to clear out multiple guards along the dirt road so that you can cross it as far away as possible from the trailer and vehicles farther down the road.



Clear out the soldiers patrolling the dirt road so that you can cross over without being seen.

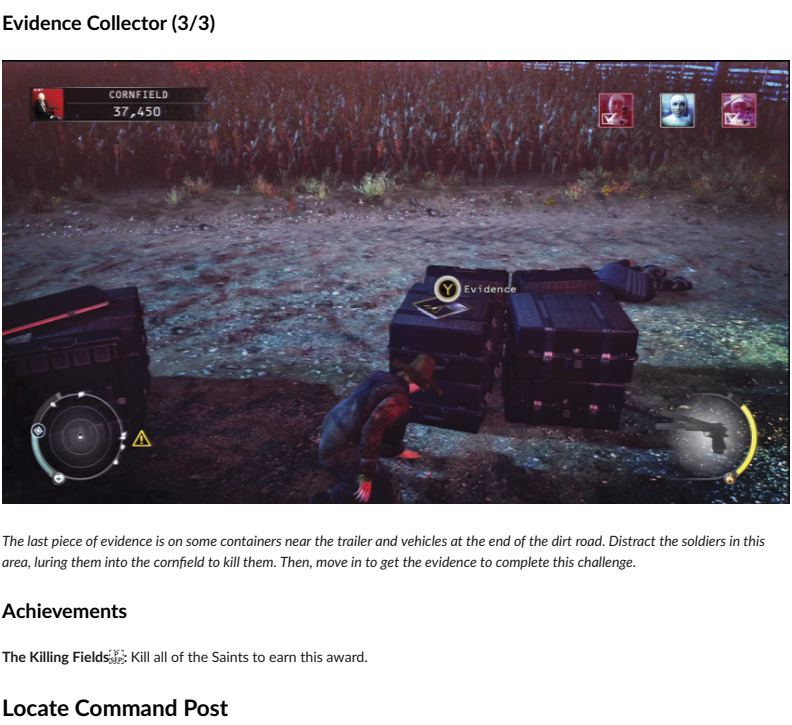
Once you get to the small field on the other side of the dirt road, clear out the soldiers in the area using the radio. You can also use Instinct and the minimap to see where they are and sneak up behind them to kill them with the fiberwire. Jaqueline Moorhead patrols this area as well. When she comes into the corn, just sneak up behind her and garrote her to complete another objective. Move toward the trailer at the end of the field. Lure the soldiers in this area into the cornfield to kill them. Then, as LaSandra Dixon walks near the trailer, use the radio to lure her into the field so that you can kill her with your fiberwire and finish off the last of the Saints.



Kill the last two Saints in the cornfield where you can do so without being seen.

CHALLENGE

Evidence Collector (3/3)



The last piece of evidence is on some containers near the trailer and vehicles at the end of the dirt road. Distract the soldiers in this area, luring them into the cornfield to kill them. Then, move in to get the evidence to complete this challenge.

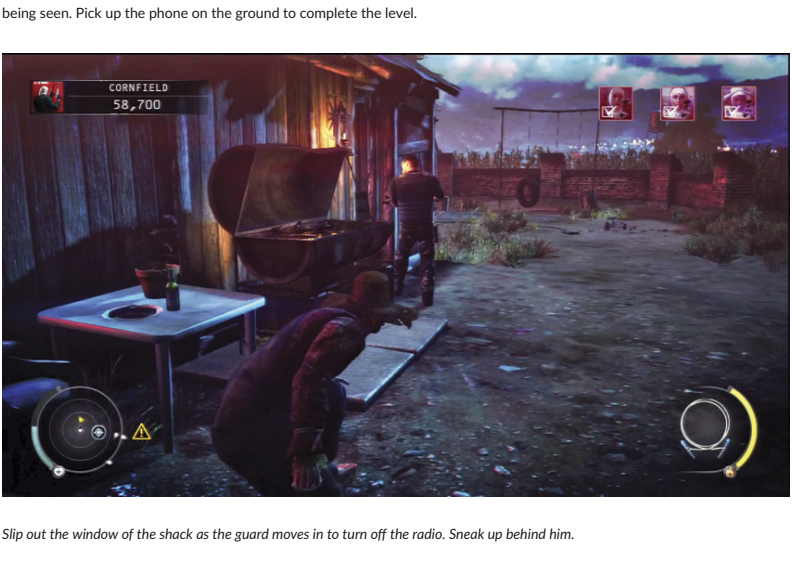
Achievements

The Killing Fields: Kill all of the Saints to earn this award.

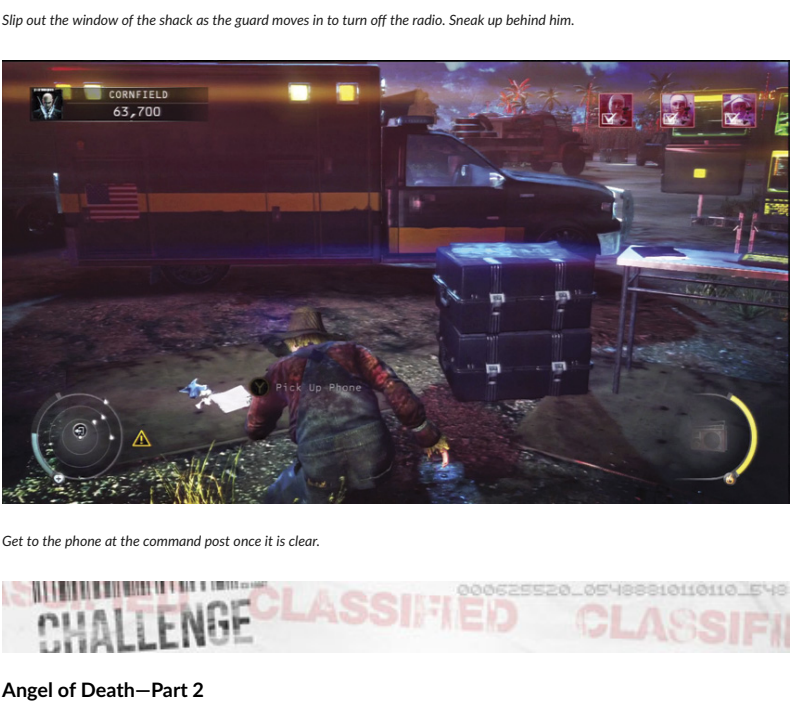
Locate Command Post

The command post might reveal strategic information. You need to know what Travis is planning.

The command post is located out in the open near a farm house and the remains of an old brick barn. There are a few guards in this area. Clear them out before you attempt to enter the command post. Start off by sneaking into the shack to the right of the farm house. Place the radio inside and turn it on. Wait until the soldier near the farmhouse walks toward the shack. As he moves past the window, climb out the window and follow him into the shack to kill him with your fiberwire. You may want to change into the Agency soldier disguise since you will be moving out in the open and not in the cornfields. A scarecrow walking around the command post is bound to attract attention. Next, move the radio behind a car to attract the attention of the soldier who patrols around the command post. Keep using the same tactic until you can approach the command post without being seen. Pick up the phone on the ground to complete the level.



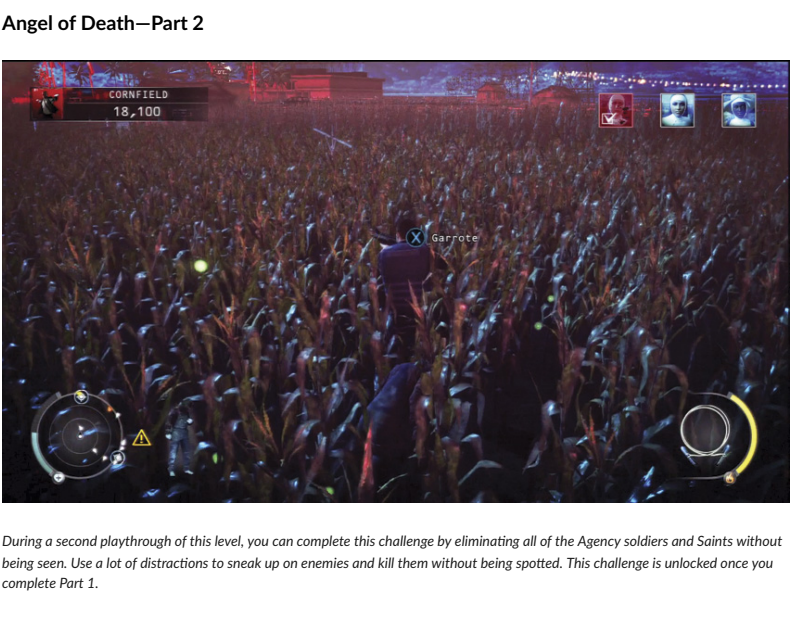
Slip out the window of the shack as the guard moves in to turn off the radio. Sneak up behind him.



Get to the phone at the command post once it is clear.

CHALLENGE

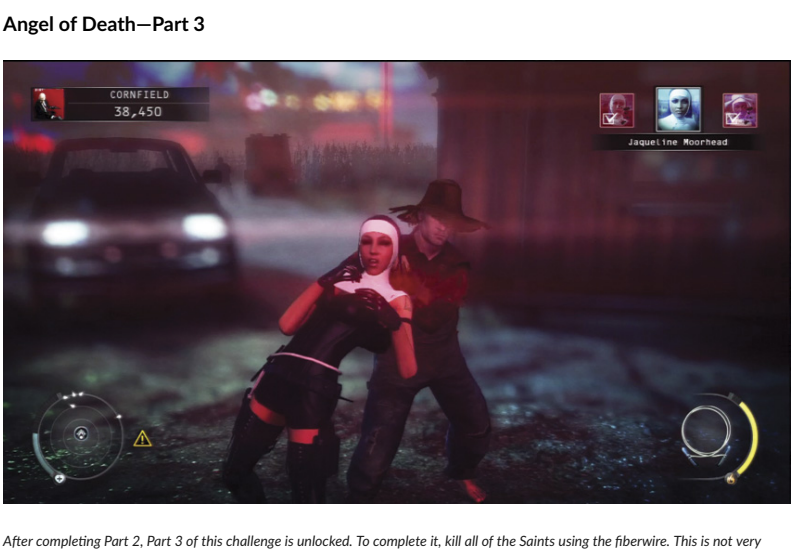
Angel of Death—Part 2



During a second playthrough of this level, you can complete this challenge by eliminating all of the Agency soldiers and Saints without being seen. Use a lot of distractions to sneak up on enemies and kill them without being spotted. This challenge is unlocked once you complete Part 1.

CHALLENGE

Angel of Death—Part 3



After completing Part 2, Part 3 of this challenge is unlocked. To complete it, kill all of the Saints using the fiberwire. This is not very difficult since you use the fiberwire to kill all three of them normally. The key to completing this challenge is to lure away any soldiers near the Saints with distractions so that you can get in close enough to kill the Saints. This is true for the soldiers in the miniature golf area, in particular. The Saints in the reception area are easily lured into areas where you can kill them out of sight. Finally, to kill Cain, sneak into the shack and hide in the container. Then, when she comes in to use the sink, climb out and garrote her.

CHALLENGE

A Calm Before the Storm

Finish this level to complete this challenge.

CHALLENGE

Mastery: Attack of the Saints

Complete all of the other challenges for this level to earn this final challenge.

PRIMA GAMES

Campaign

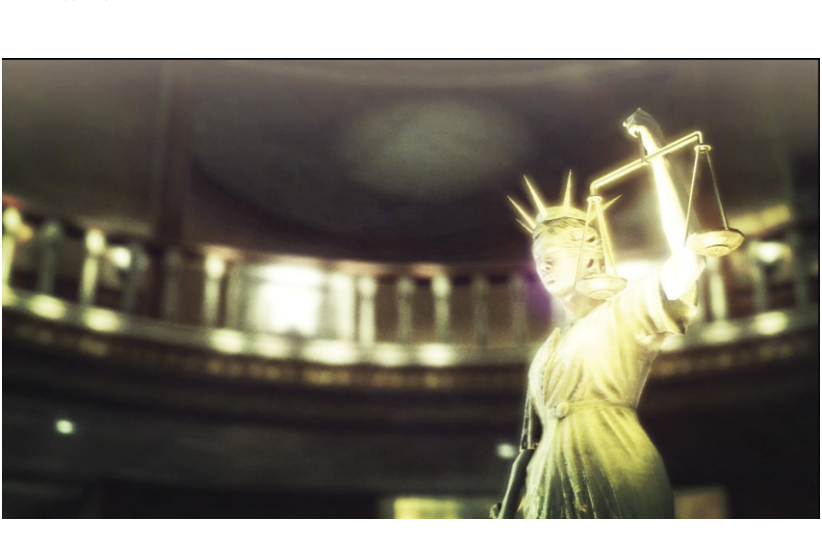
Skurky's Law

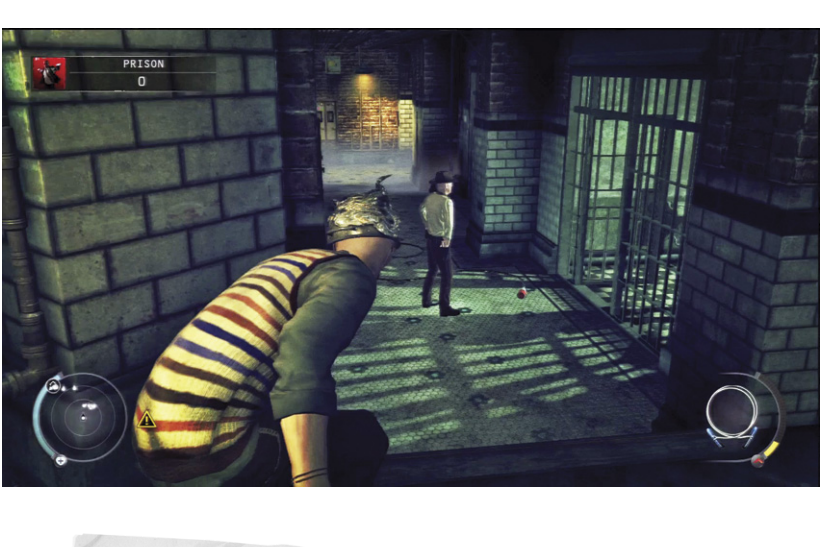
Briefing

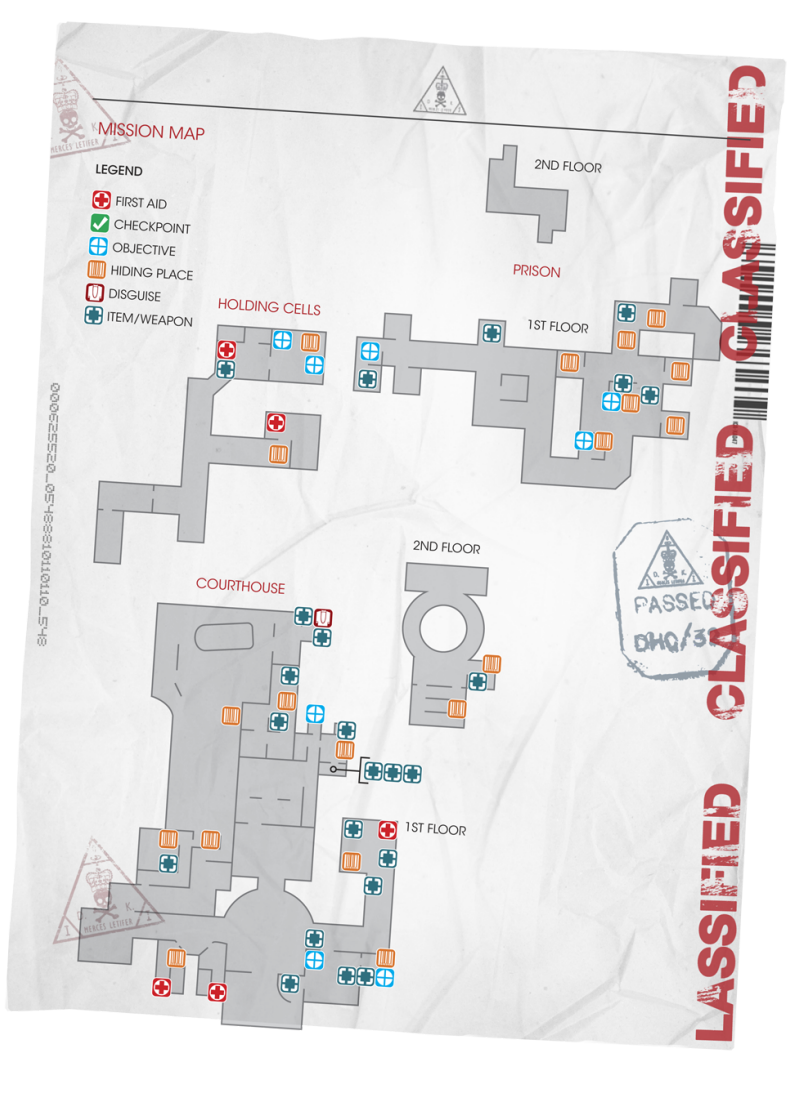
Sheriff Skurky. Blake Dexter probably put him in office in exchange for his loyalty. Dexter Industries, the Cougars, the police… Hope is a town under siege. Someone ought to clean the place up, but I am not the man to do it. The girl is my only responsibility. Skurky is holding her somewhere inside the courthouse. Probably the basement prison cells. I need to get inside.

Initial Equipment

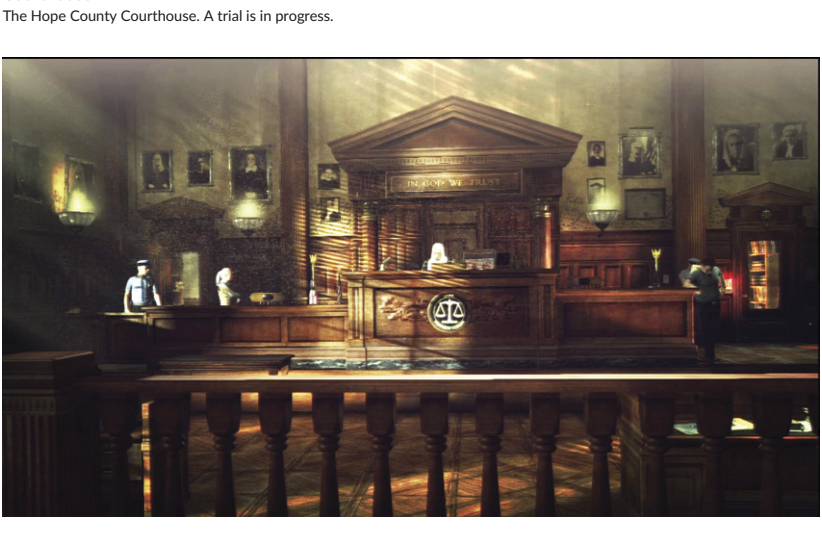
- Twin Silverballer Pistols
- Fiberwire

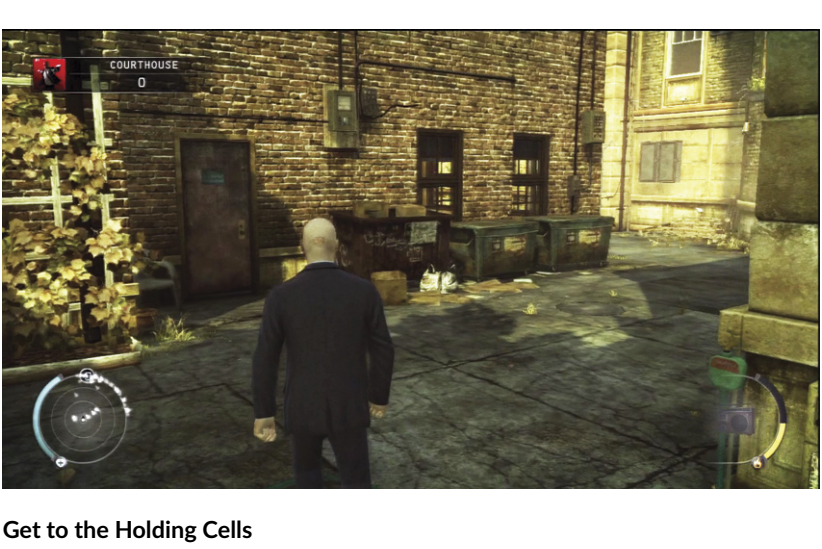






Courthouse
The Hope County Courthouse. A trial is in progress.



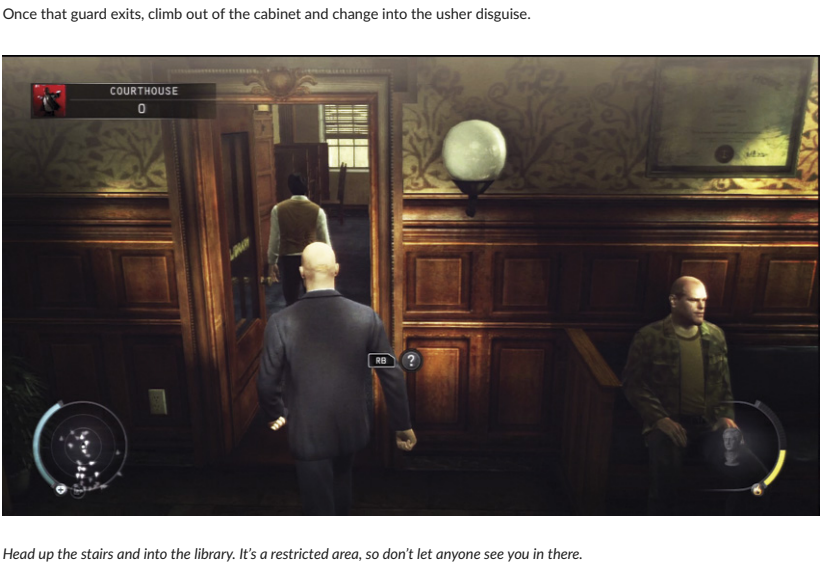


Get to the Holding Cells

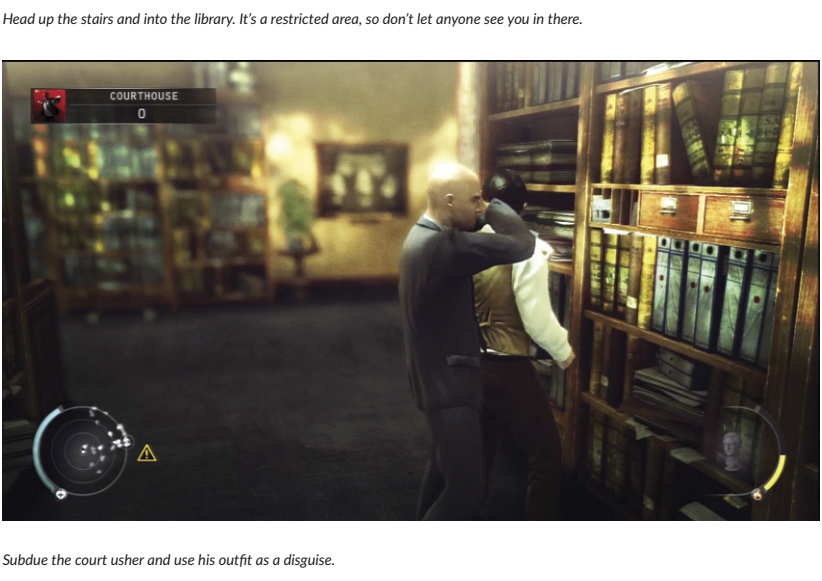
The prison lies beyond the courtroom. It is the only logical place to keep her. You can access it through the holding cell area.

Judge 47

You begin in the courtroom. There are a couple of ways you can go about getting to the holding cells. However, if you want to accomplish as many objectives as possible, exit the courtroom and head up the stairs to the right. Wait for one of the court ushers in the tan vests to walk into the library on the upper floor, and then follow him into the library. Quickly take cover behind a bookcase. Wait until the usher goes behind another bookcase, and then hide in the cabinet on the left side of the room. Avoid the right side since a security guard is standing on that side of the room at the back. Stay in the cabinet until the usher moves to the bookcases in front of the cabinet. Then, move out and subdue him. Drag the body back into the cabinet and hide inside the cabinet with the body. Wait until another security guard comes into the library, walks around, and leaves. Once that guard exits, climb out of the cabinet and change into the usher disguise.



Head up the stairs and into the library. It's a restricted area, so don't let anyone see you in there.



Subdue the court usher and use his outfit as a disguise.

CHALLENGE

Chameleon

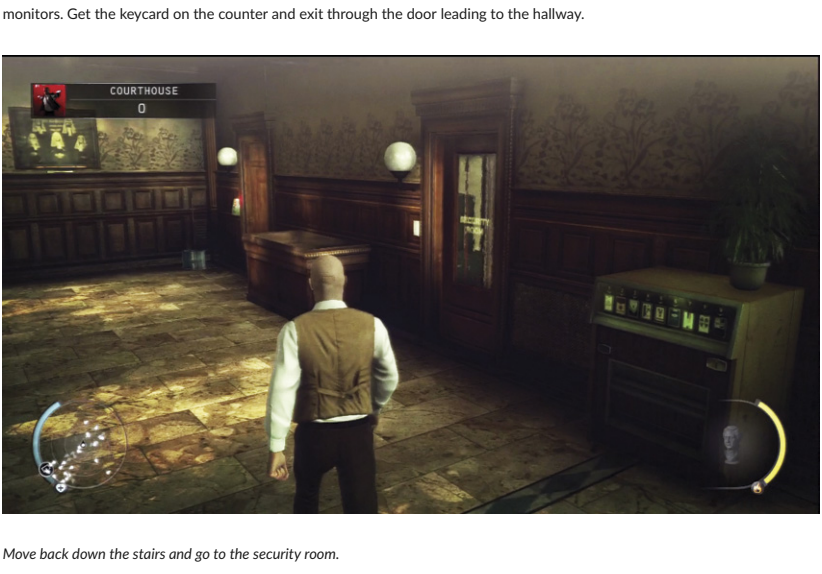
In order to complete this challenge, you need to acquire four disguises: Court Usher, Court Security Guard, Judge, and Hope Police Officer.

Weapons & Equipment

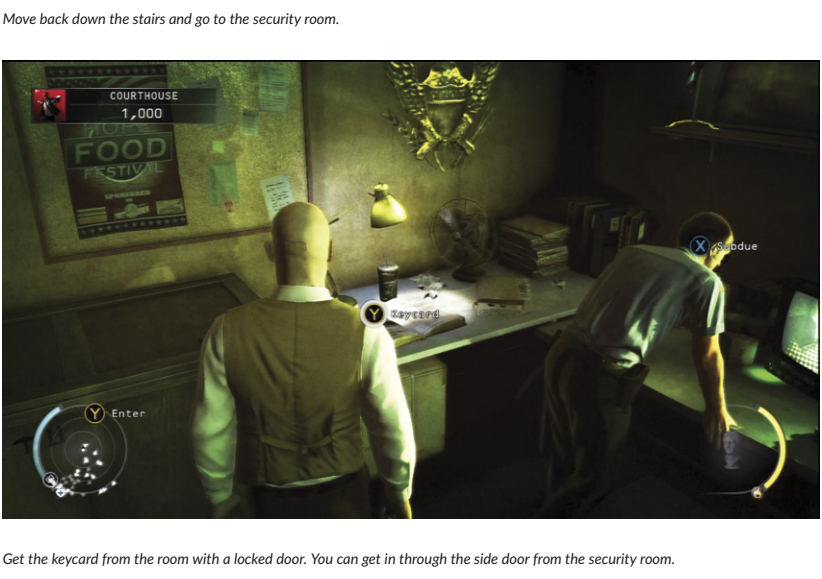
Court Usher

This outfit is worn by the ushers at the Hope County Courthouse. You can use it to get past security guards and the judge. Be careful around other court ushers.

Next, move across the upstairs area and head through a door leading into the courtroom. On the left side of the balcony area is a computer. Wait until the security guard walks away, and then use the computer to tamper with the video footage the prosecutor is using as evidence for his case. This completes a challenge. Exit the balcony area and head down the stairs. Walk across the lobby to a door leading into the security room. There are several security guards inside. However, since you are in the usher's disguise, they don't even notice that you are there. Pick up the evidence on the desk to the right of the door. Then, go through the side door to enter another room. A single security guard is in here, but his attention is focused on the security monitors. Get the keycard on the counter and exit through the door leading to the hallway.



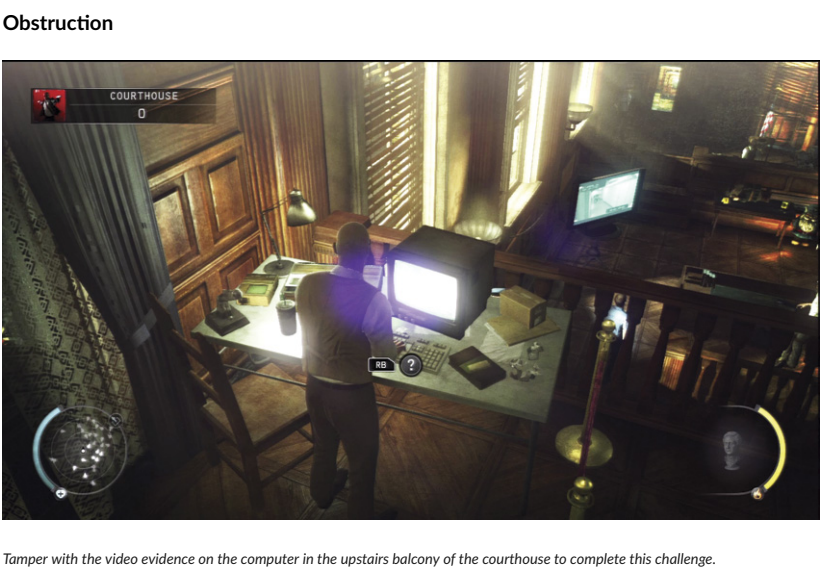
Move back down the stairs and go to the security room.



Get the keycard from the room with a locked door. You can get in through the side door from the security room.

CHALLENGE

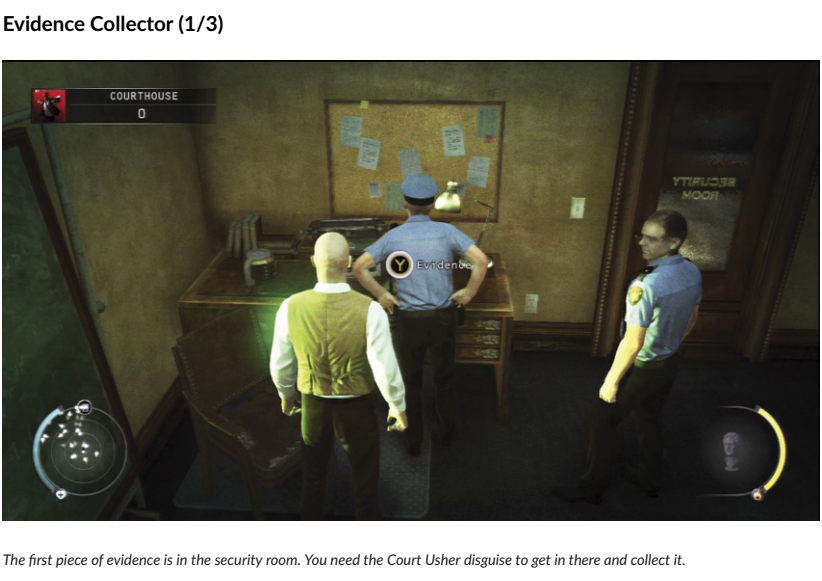
Obstruction



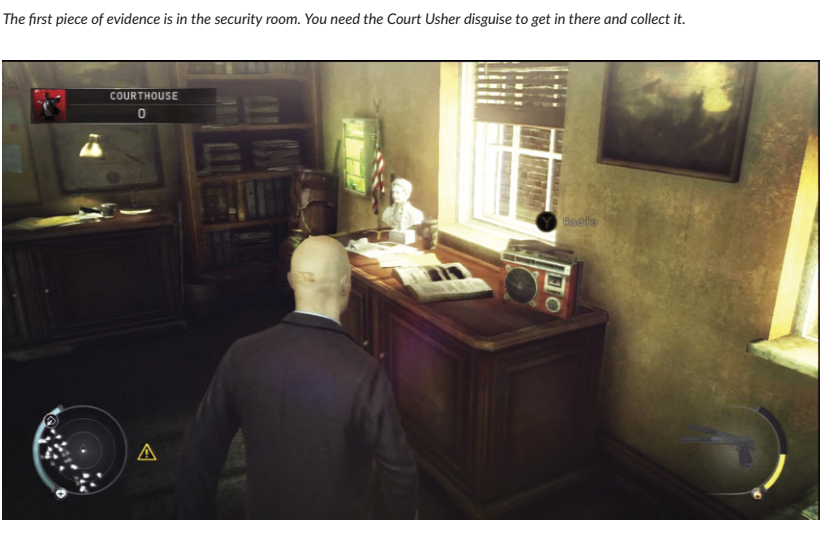
Tamper with the video evidence on the computer in the upstairs balcony of the courthouse to complete this challenge.

CHALLENGE

Evidence Collector (1/3)



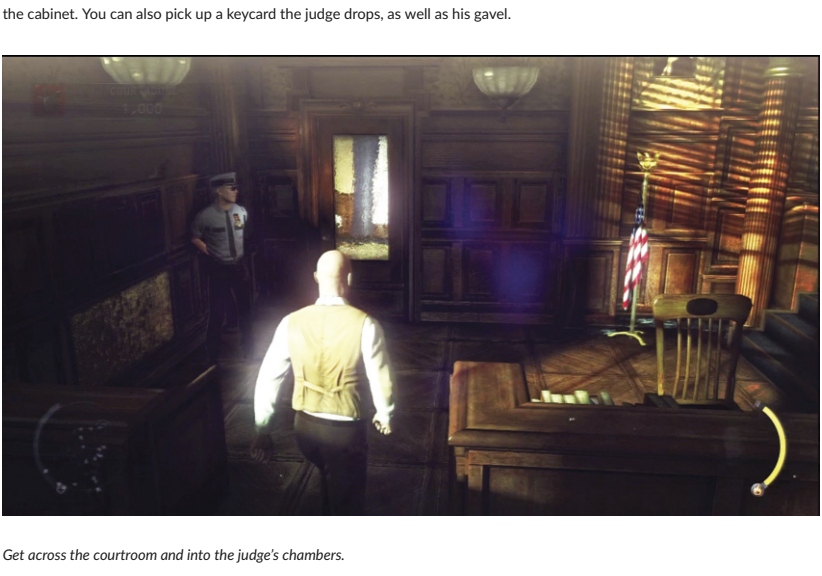
The first piece of evidence is in the security room. You need the Court Usher disguise to get in there and collect it.



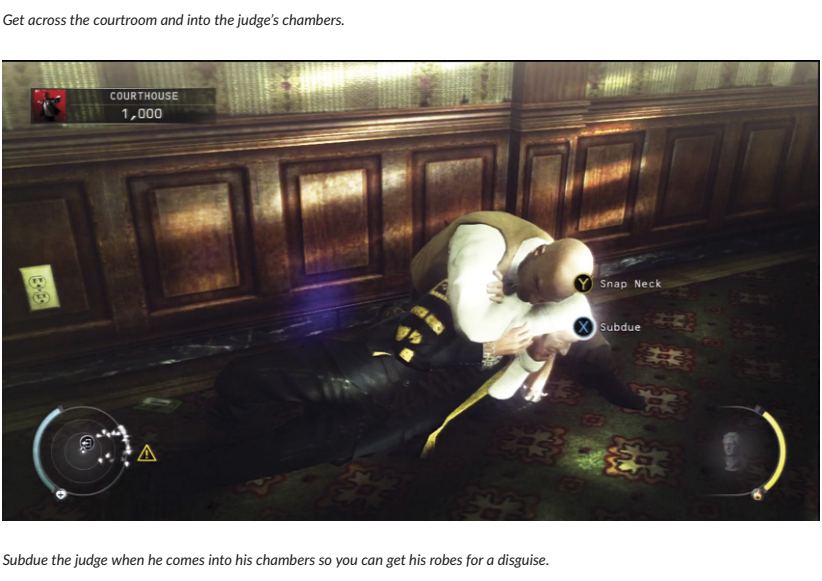
Tip

If you want to get the keycard without getting an usher disguise, go into the room across the hall from the locked door. Take the radio and exit the room. Place the radio at the end of the hall between the two doors, make sure there are no guards out in the hall nearby, and then turn it on. This lures the security guard in the locked room out into the hall. While he is looking at the radio, sneak in, get the keycard, and then get out. Also, if you want a security guard disguise, subdue the guard in the room with the radio. There is no one else near this room so you don't have to worry about someone walking in. Hide the body in the nearby cabinet.

It is now time to head back into the courtroom. There is another court usher on the right side of the room, so you may need to use some Instinct to maintain your disguise. Head to the left and move through an opening that leads down onto the floor of the courtroom. Continue straight forward and through a door to enter an area for ushers. If there is an usher here, use Instinct to get past them and enter the judge's chambers on the right to get out of sight. Wait until the other usher leaves, and then move back into the usher area and use the computer to mess up the video feed. This causes the judge to call for a five minute recess. Wait for him to enter his chambers, and then sneak up behind him and subdue him. Take his robes and hide his body in the cabinet. You can also pick up a keycard the judge drops, as well as his gavel.



Get across the courtroom and into the judge's chambers.



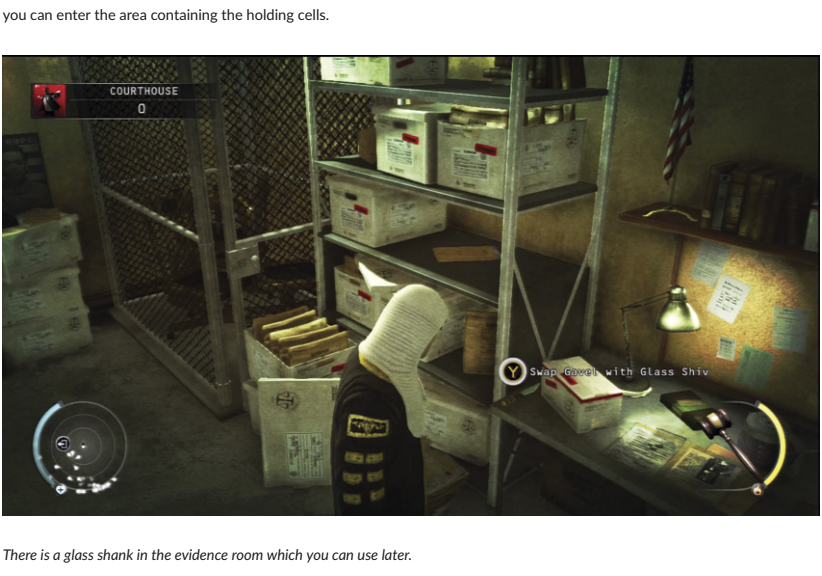
Subdue the judge when he comes into his chambers so you can get his robes for a disguise.

Weapons & Equipment

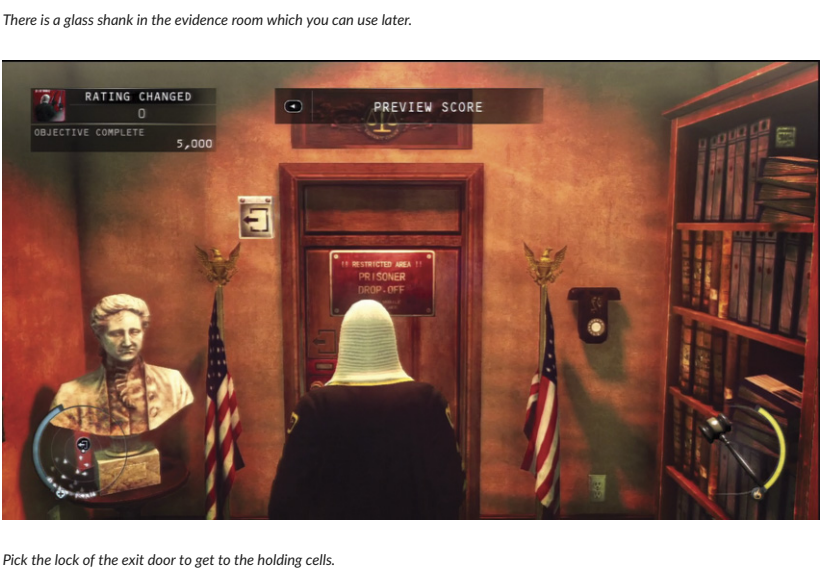
Judge

This robe is worn by the Anglophilic Hope County Judge. The powdered wig is an homage to his recently discovered British ancestry. While in the Judge disguise, you can move freely throughout the courthouse and the holding cells.

Now that you are the judge, move out into the courtroom through his personal door. Stand at the judge's bench and pass sentence to dismiss the charges and let the defendant go free. You don't want him getting in your way—or the guards who would need to escort him to the holding cells. Move to the right to get down from the bench, and then move to the left to get to the side of the courtroom with the locked door. This door opens into the hallway that leads to the holding cells. Before heading to the cells, move through the unlocked door into the evidence room. There are a couple of security guards inside. Pick up the glass shank on the table and quickly hide it in your robes. You will need this later to complete a challenge. There are also several weapons in the fenced-off area, but this area is restricted—even to the judge. You will need to kill or subdue the guards if you want to get in there. After you have what you need, exit the evidence room and use the keycard to unlock the door to the right. Walk into a short hallway and wait for the door to close before beginning to pick the lock. Once this door is open, you can enter the area containing the holding cells.



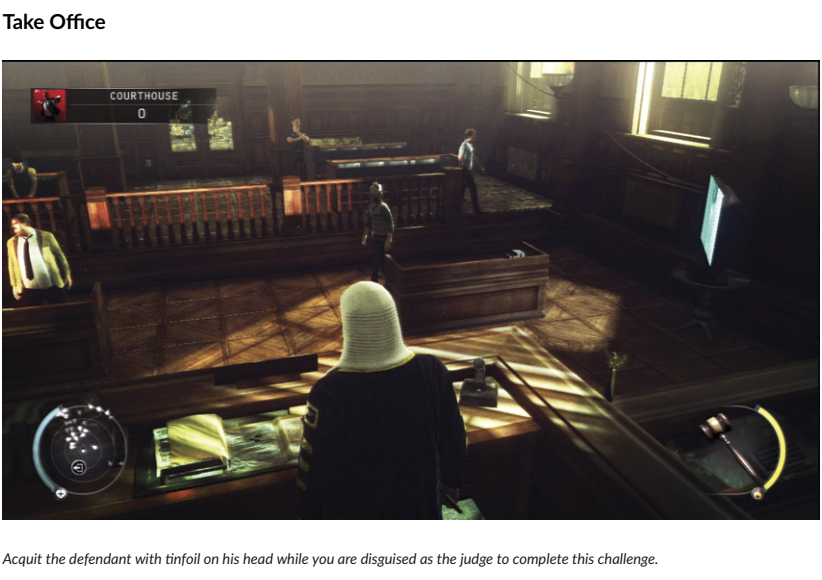
There is a glass shank in the evidence room which you can use later.



Pick the lock of the exit door to get to the holding cells.

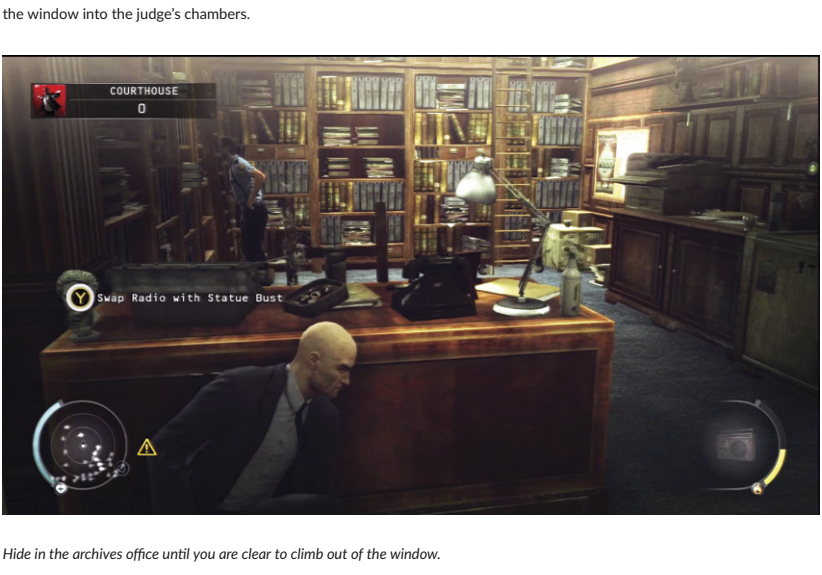
CHALLENGE

Take Office

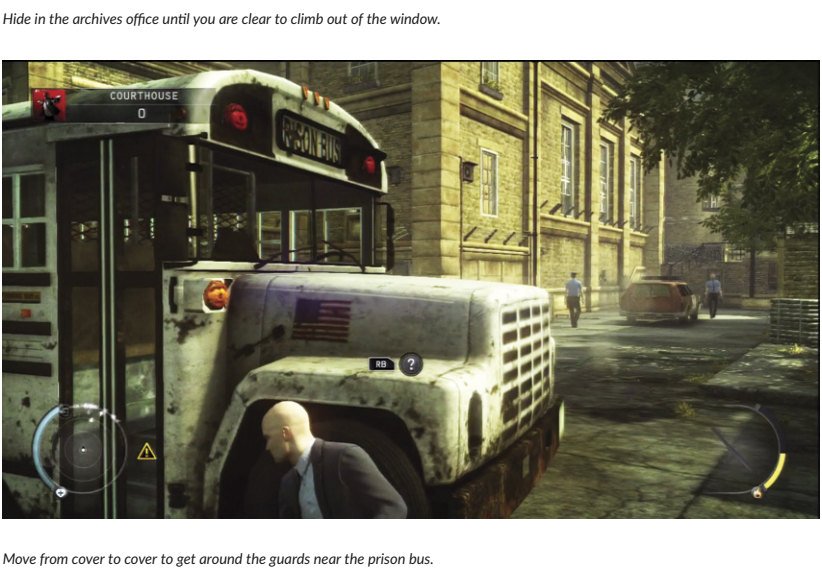


Acquit the defendant with tinfoil on his head while you are disguised as the judge to complete this challenge.

There is another way to get the judge disguise. Exit the courthouse through a door at the end of the hall. Move through the door on the left side of the alley to enter the archives office. This area is restricted if you are not wearing a disguise. Stay hidden from the guard that is inside, and watch the guards outside. There are a couple of guards having a conversation. Wait until they move away, and then hop out the window and take cover. Make your way around the left side of this area, using the change cover move to get from cover to cover. Get to the bus and hide behind it to get some more cover. Continue moving until you are next to the building. When no one is looking in your direction, jump up onto the nearby ledge and climb through the window into the judge's chambers.



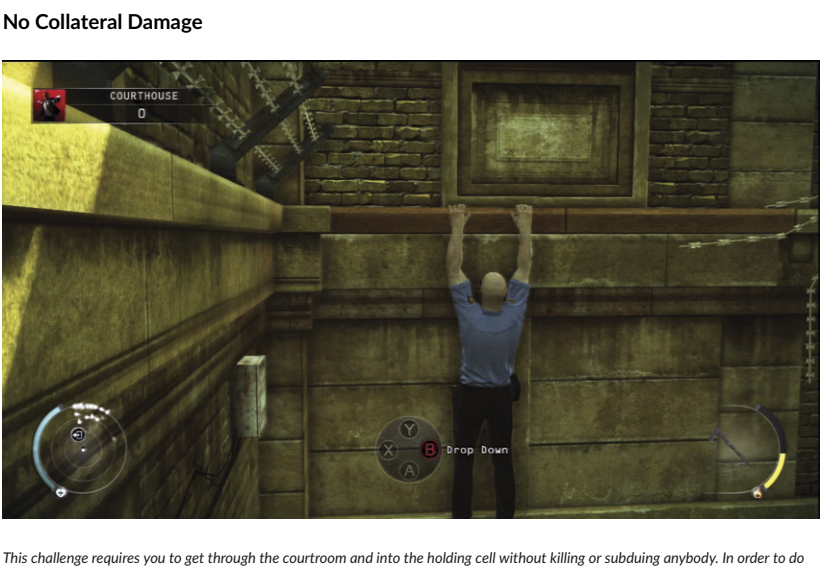
Hide in the archives office until you are clear to climb out of the window.



Move from cover to cover to get around the guards near the prison bus.

CHALLENGE

No Collateral Damage



This challenge requires you to get through the courtroom and into the holding cell without killing or subduing anybody. In order to do this, get the keycard from the room behind the locked door. Then, sneak around the alley to get to the ledge. Before climbing up the ledge, head through the nearby door into a storage room. Put on the security guard disguise you find, and then climb up into the judge's chambers. Exit through the door by the usher area and use a lot of Instinct to get past the security guards in the courtroom and move through the locked door that leads to the holding cells.

Weapons & Equipment

Court Security Guard

This outfit is worn by the security guards at the Hope County Courthouse. It can get you past court ushers, but be careful around other security guards.

CHALLENGE

Judgement Day—Part 1

In order to complete this challenge, you need to get the judge's disguise without subduing the usher in the library. Go through the alley outside of the courthouse to get into the judge's chamber. Then, after you get the judge's disguise and end the trial, exit the courtroom and move upstairs to the library. Subdue the usher in the library and hide his body without being seen.

CHALLENGE

Judgement Day—Part 2

This challenge is unlocked when you complete the first part. For this, you need to subdue the three ushers and hide their bodies without being seen while wearing the judge's disguise. Subdue the first usher in the library and hide his body without being seen. The second comes into the usher area. Once you have subued her, hide her body in the judge's chamber. The third is outside of the evidence room. Subdue or kill the two guards in the evidence room and hide their bodies. Then, use a distraction to lure the last usher into the evidence room. Subdue him and hide the body to complete this challenge.

CHALLENGE

Judgement Day—Part 3

After completing part two, you unlock this challenge. After getting the judge's disguise during the recess, make sure you have the gavel and exit through the usher area door. Continue out of the courtroom and into the men's room where the defendant is relieving himself. Kill him with the gavel and hide the body to complete this challenge.

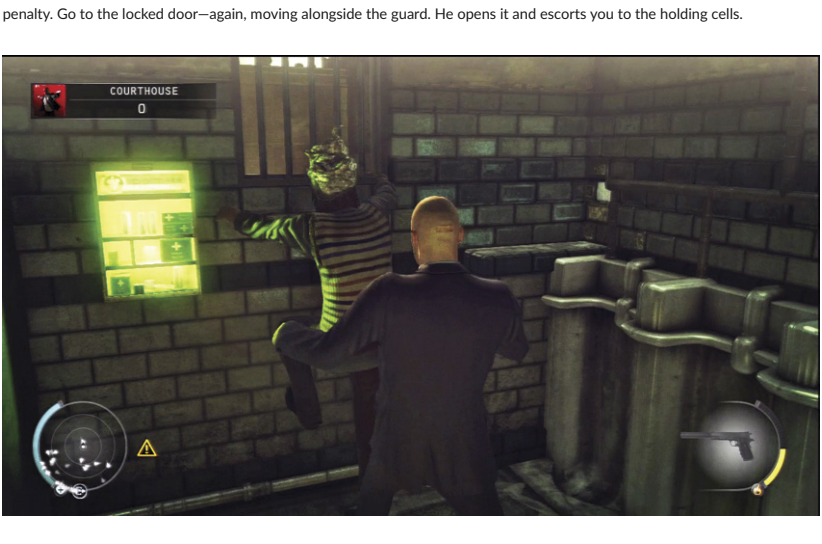
CHALLENGE

Suit Only

This is a tough challenge to complete. Get the radio and make your way into the judge's chambers without being seen by going through the alley. Then, subdue the judge and the usher when they come in. Lure the security guard by the usher door inside and deal with him. Then, use distractions to lure the other usher and security guards into this area where you can take care of them. Once they are away from the locked door, sneak over and use the keycard to get in. This makes it easier to get through the remaining two areas while wearing the suit. Stay hidden instead of getting disguises and sneak past guards while they are not looking or distracted.

Convict 47

The easiest way to get to the holding cell is to be convicted. Move upstairs to the balcony area and sabotage the video evidence. This will cause the judge to eventually call for a recess since the defendant needs a restroom break. The restroom is restricted when the defendant is inside, so get there first and hide in the cabinet. When he comes in, he goes to the window to try to escape. Subdue him, hide the body, and use his clothes as a disguise. Exit the restroom and walk along with the guard back into the courtyard. Then, walk with the guard back into the courtroom where the judge sentences you to the maximum penalty. Go to the locked door—again, moving alongside the guard. He opens it and escorts you to the holding cells.



Subdue the defendant with the tinfoil hat, and then return to the courtroom to be sentenced.

Weapons & Equipment

TinFoil Hat Man

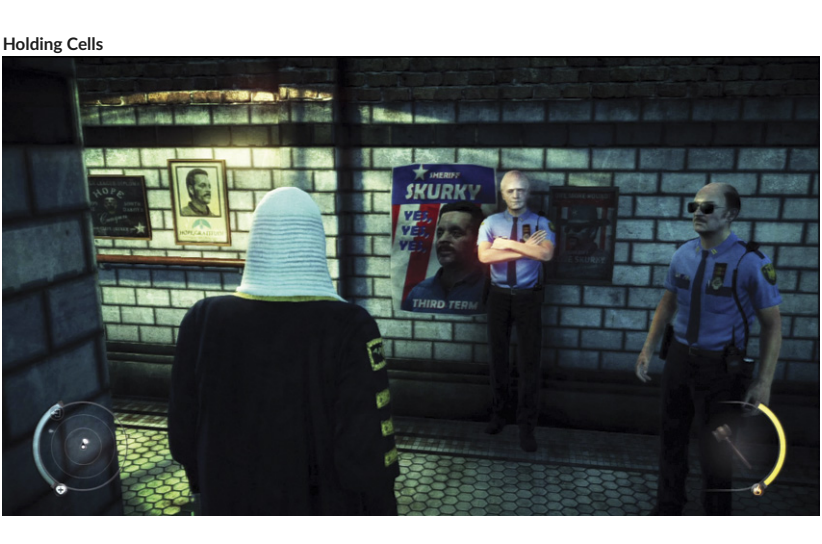
This outfit is worn by Timothy Hawke, Hope's leading conspiracy theorist and crusader for justice. The cone-shaped tinfoil hat serves as protection against UN mind control rays, if one believes in that sort of thing.

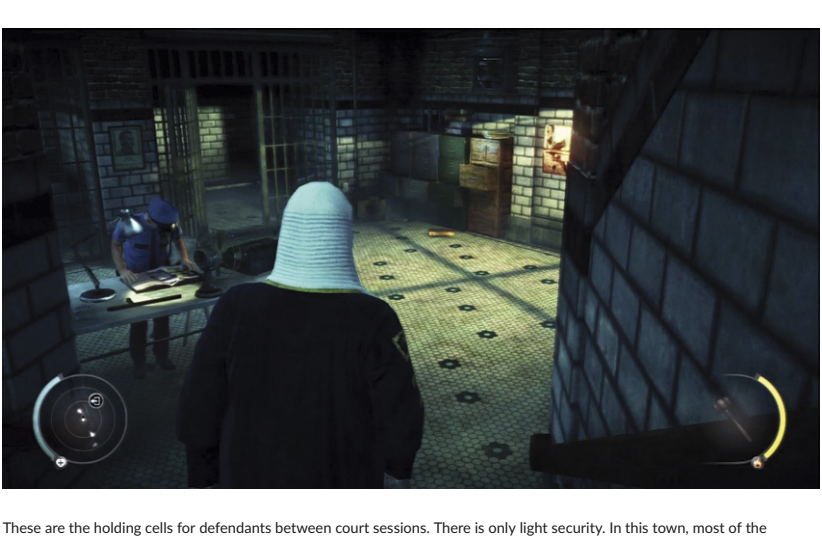
CHALLENGE

Take the Fall

In order to complete this challenge, you need to be sentenced to prison while wearing the Tinfoil Hat Man disguise.

Holding Cells

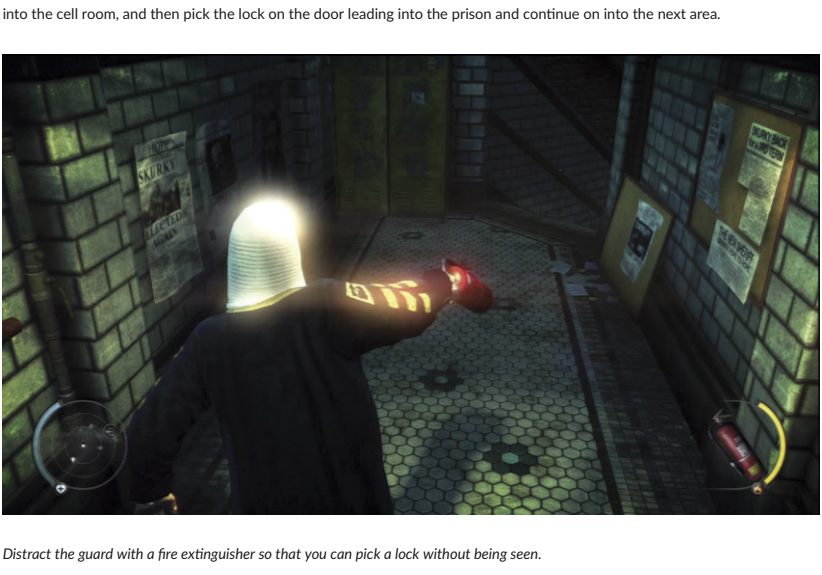




These are the holding cells for defendants between court sessions. There is only light security. In this town, most of the criminals wear badges. How to play this area depends on your disguise, or lack thereof.

Judge 47

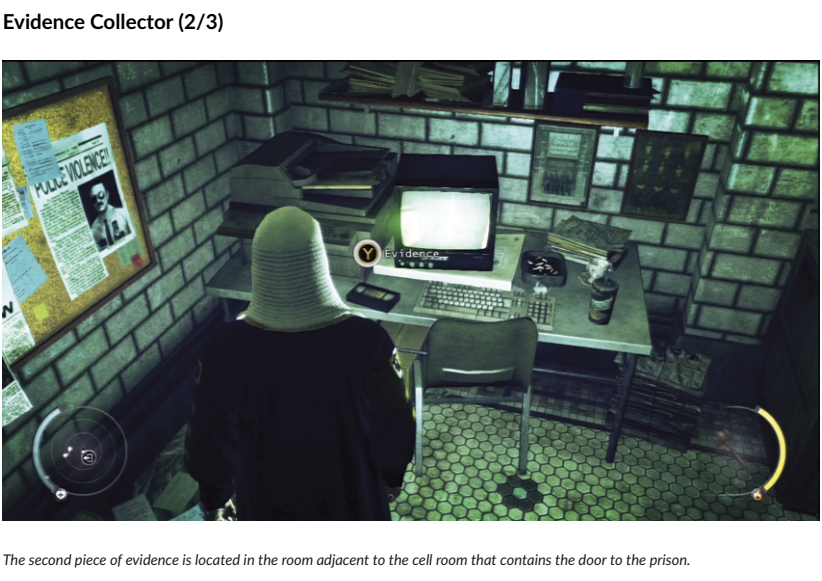
If you enter the holding cells in the judge disguise, the guards want to give you a tour. One leads you down to the area with the cells. There is one guard near a desk and another that patrols back and forth between two rooms. The difficulty that comes with wearing the judge disguise is that the guard at the desk will watch you constantly. Look around and go into the next room to get the evidence off of a table. Then, go into the room with the cells and pick up the fire extinguisher. Move into the hallway leading back toward the courtroom. Throw the fire extinguisher in the hallway to distract the guard at the desk so that he comes to investigate. Then, get past him and into the room where the evidence was located. Wait until that guard leaves to go into the cell room, and then pick the lock on the door leading into the prison and continue on into the next area.



Distract the guard with a fire extinguisher so that you can pick a lock without being seen.

CHALLENGE

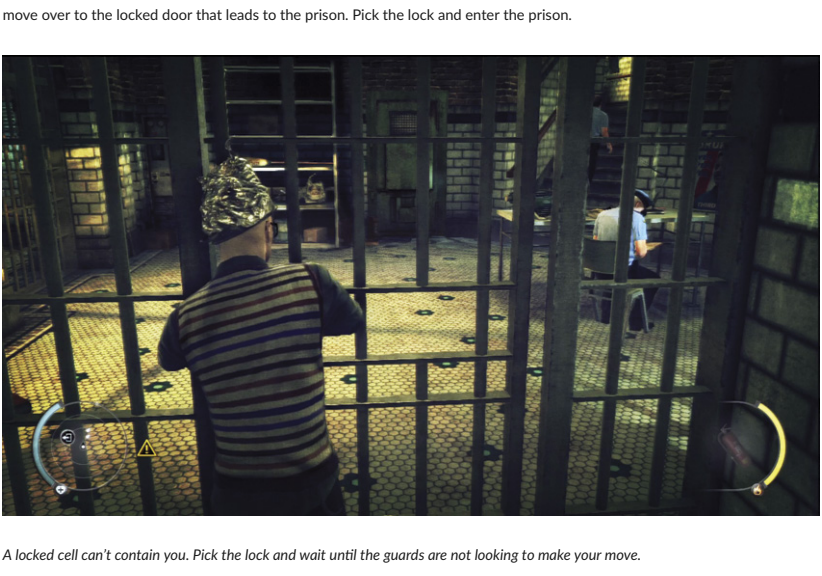
Evidence Collector (2/3)



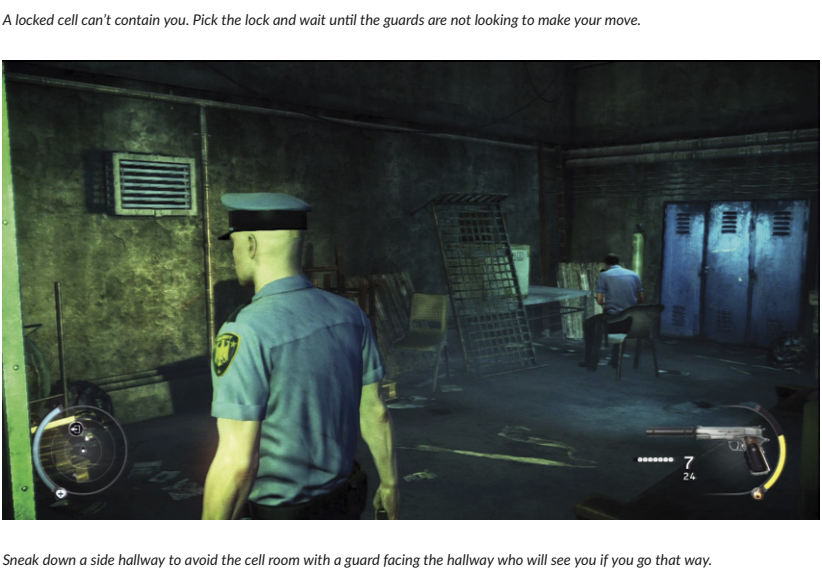
The second piece of evidence is located in the room adjacent to the cell room that contains the door to the prison.

Convict 47

When entering the holding cells while wearing the Tinfoil Hat Man disguise, just follow the guard all the way to one of the cells. He locks you in and leaves. Pick the lock when no one is looking, and then watch the two guards. The one behind the desk is looking away from you. The only one you need to worry about is the patrolling guard. Wait until he comes into your room and looks at a shelf. This is your chance to sneak past him into the adjacent room. Pick up the evidence on the table, and then hide in the container. Wait until the guard comes into this room. When he leaves again, climb out of the container and move over to the locked door that leads to the prison. Pick the lock and enter the prison.



A locked cell can't contain you. Pick the lock and wait until the guards are not looking to make your move.

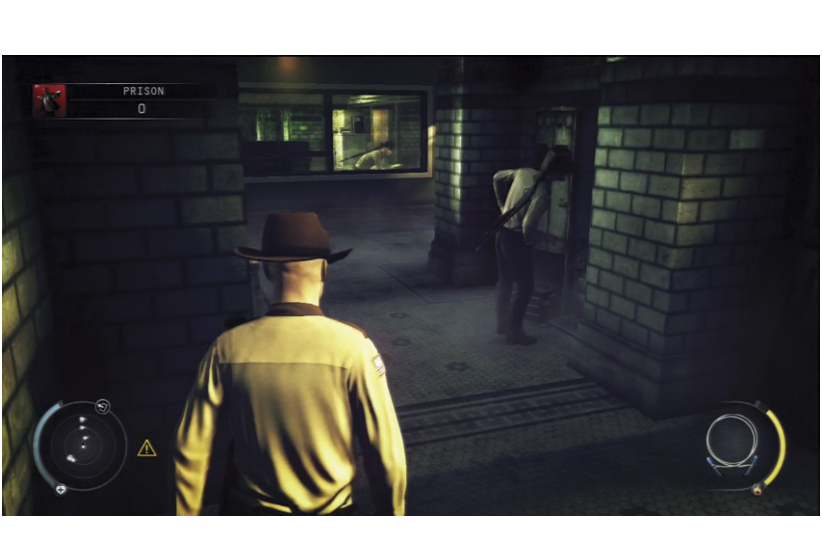


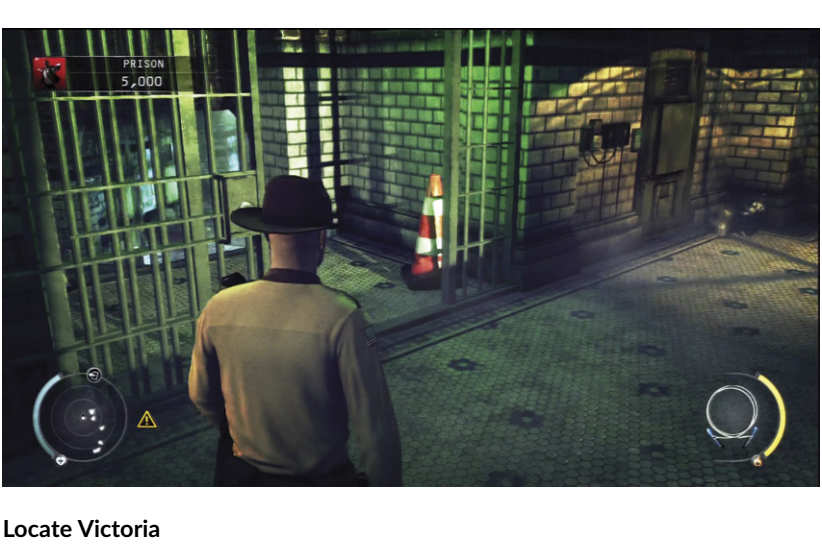
Sneak down a side hallway to avoid the cell room with a guard facing the hallway who will see you if you go that way.

Other or No Disguise

If you are not wearing the judge or Tinfoil Hat Man disguises, you need to use caution. Luckily, there are no guards near the entrance. Move down the hallway. Instead of going into the cell room, turn down a passageway to the right. Hide in a cabinet until a guard enters an adjacent room and sits down. Then, exit the cabinet and move into the next room. Climb up into the air ducts and crawl through the shaft to reach the room with the evidence. Wait until the patrolling guard moves out of this room, and then exit the ventilation shaft and grab the evidence. Hide inside the container. When the guard leaves again, pick the locked door and enter the prison.

Prison
This is an underground prison. Controlled by the corrupt Sheriff Skurky and his deputies, it is a one-way trip for most prisoners.

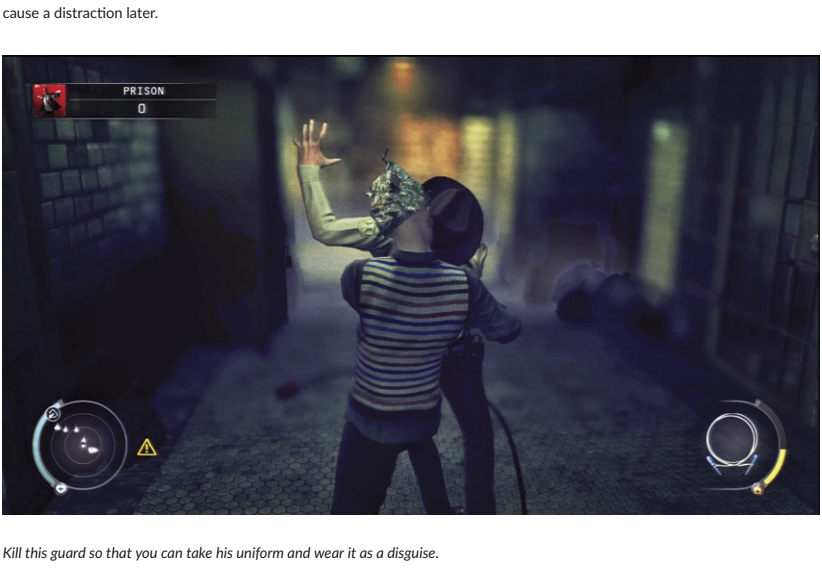




Locate Victoria

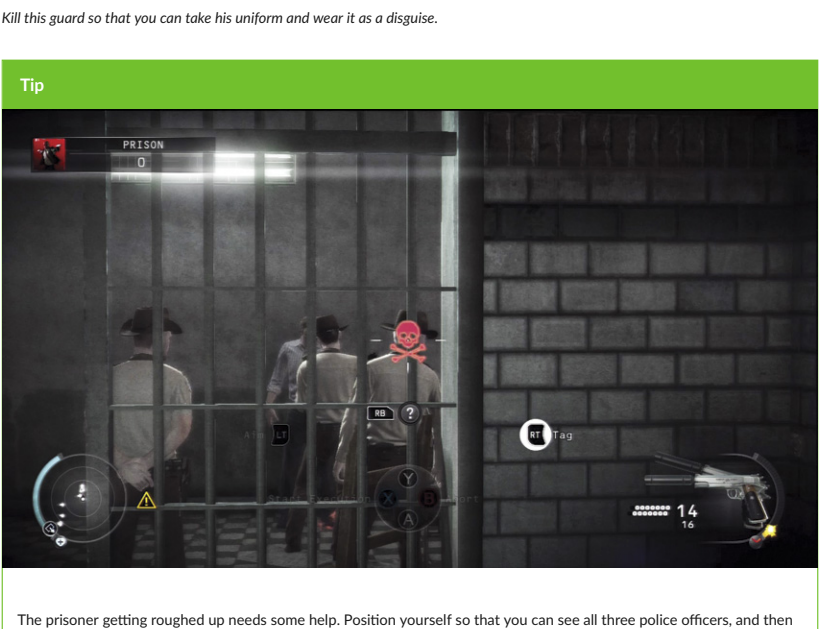
Victoria is down here. You know it. But the prison is Skurky's homeground. His people are loyal, alert, and armed. Keep a low profile. You are too close for errors.

When you enter the prison, you are in a restricted area. None of the disguises from the courthouse or holding cells work here. You need to use stealth. At the start, crouch down and move toward a corridor. There is a police officer talking to three more officers who are roughing up a prisoner. Wait until the police officer begins walking away, and then follow him and garrote him with your fiberwire. Hide the body in a nearby cabinet and take the disguise. Pick up a nearby wrench that you can use to cause a distraction later.



Kill this guard so that you can take his uniform and wear it as a disguise.

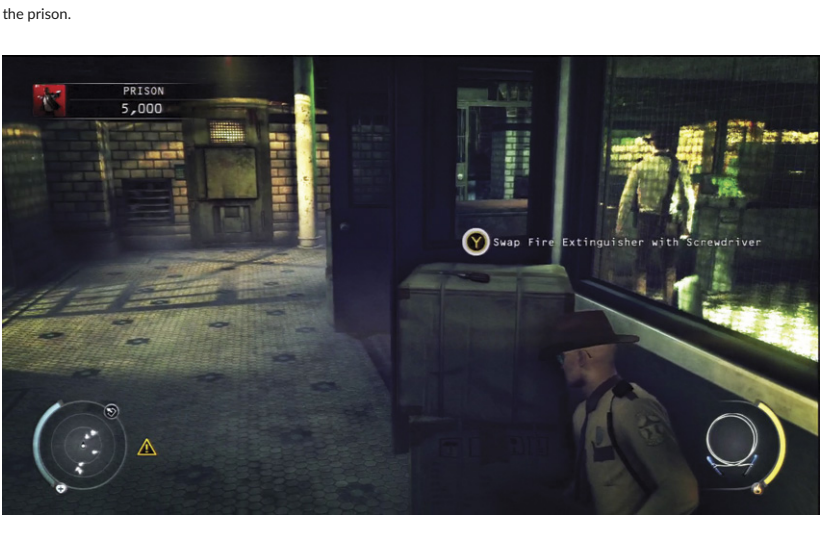
Tip

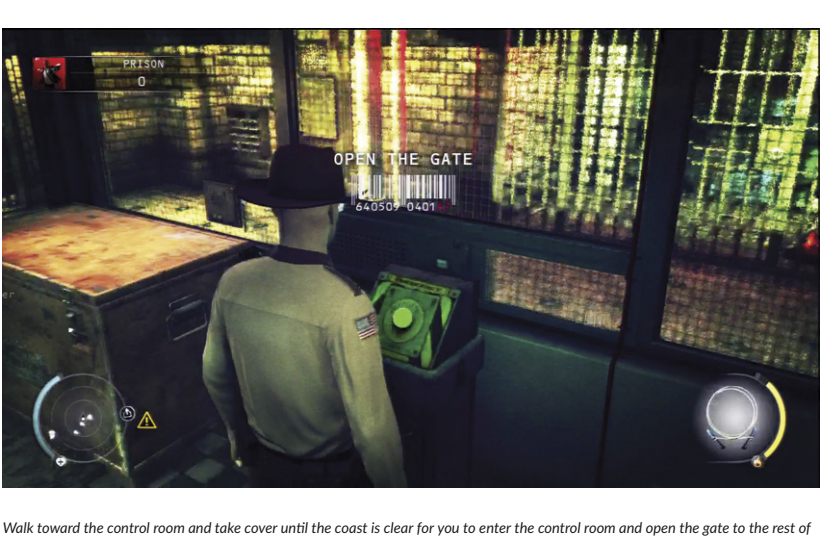


The prisoner getting roughed up needs some help. Position yourself so that you can see all three police officers, and then use point shooting to quickly kill all of them without raising an alarm. The prisoner rewards you with the combination to the safe in the prison control room. If you sneak in there, you can get an assault rifle.

Open the Gate

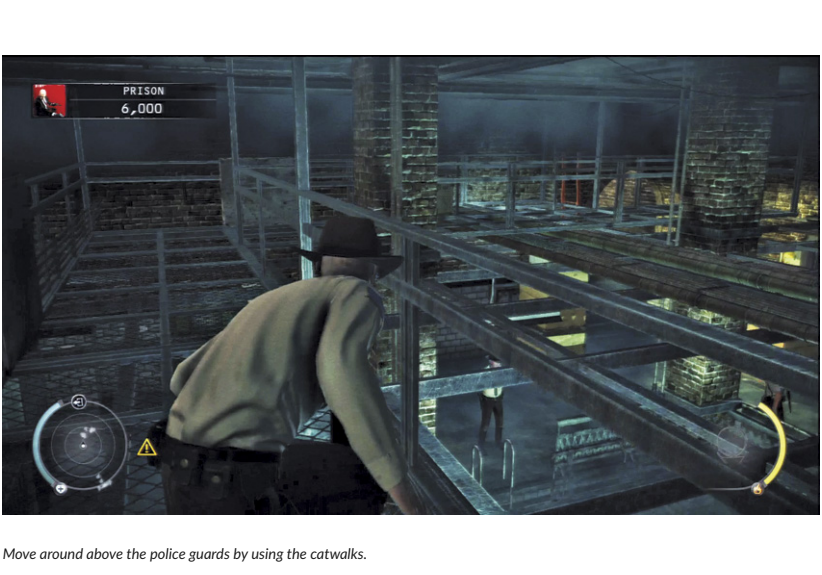
Unless you killed the police officers beating the prisoner, don't stay by the cabinet for too long (or else hide in it until one of the cops walks by). Look around the corner. Wait until the officer along the right wall is looking at an electrical box and the officer in the control room is looking away from you. Then, walk down the corridor and take a left at the control room. Take cover to the right of the door to the control room. From this position, you need to watch two police officers. Look through the control room toward a gate leading out of this area. Wait until an officer moves away. Then, watch the officer in the control room. Wait until he moves away from the button that opens the gate. This is your chance to move in, press the button, and get out. If you are in a police officer disguise, stand up and use Instinct if necessary to move into the corridor that leads farther into the prison.





Walk toward the control room and take cover until the coast is clear for you to enter the control room and open the gate to the rest of the prison.

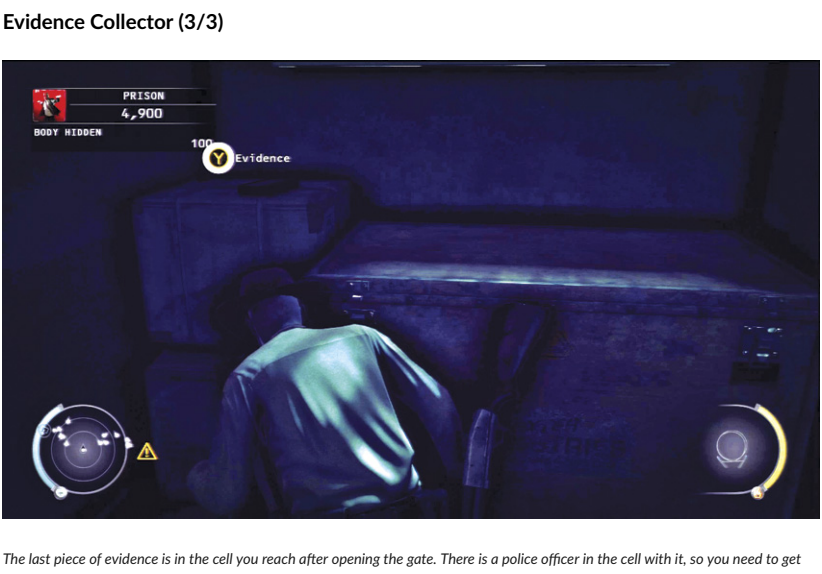
There is a cell on the right side of the corridor with an open door. A police officer is inside talking on a cell phone. Either kill or subdue him, and then hide the body so that you can get the evidence inside. Continue down the corridor to where it turns to the right. Wait until an officer near here moves away. Then, move to the ladder and climb up onto the catwalks. Follow them around to the left to get to the other side without being seen. The police officers below are watching a couple of prisoner fights in a pit. While they are occupied, climb down the ladder and quickly move into the nearby corridor to avoid being seen.



Move around above the police guards by using the catwalks.

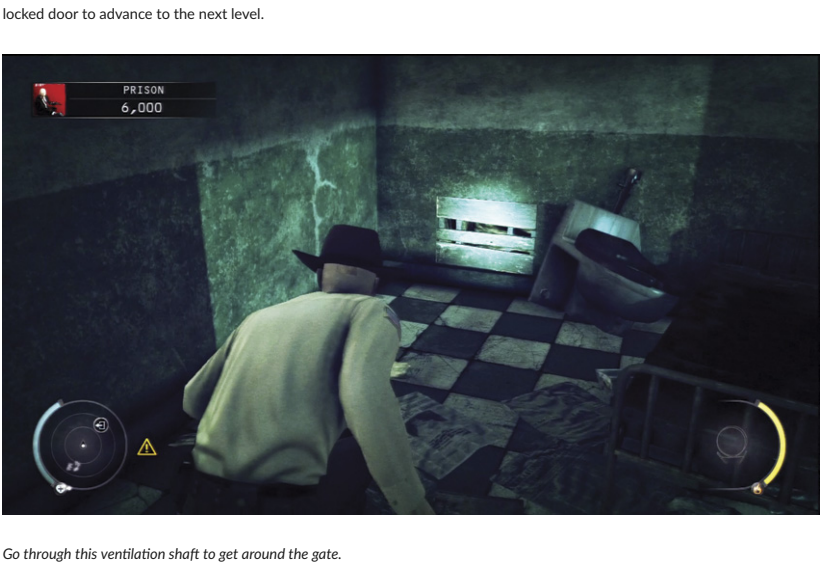
CHALLENGE

Evidence Collector (3/3)

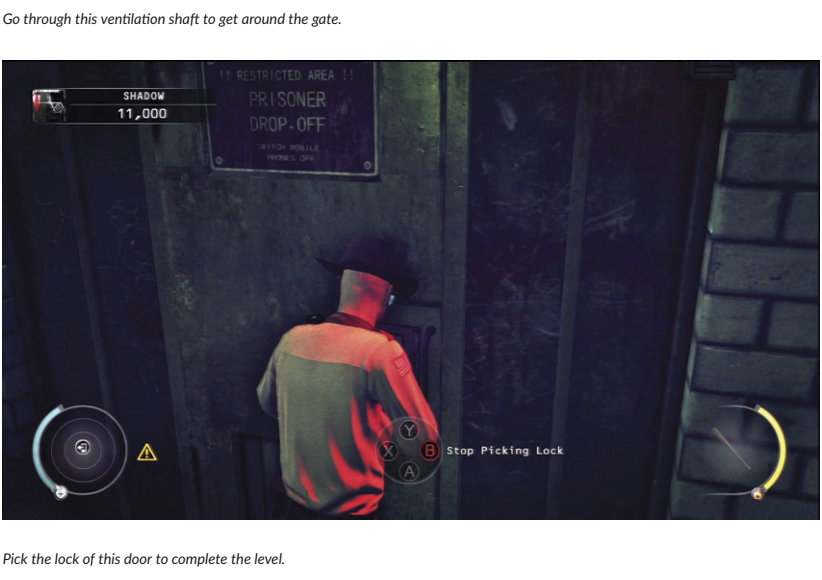


The last piece of evidence is in the cell you reach after opening the gate. There is a police officer in the cell with it, so you need to get past him somehow.

The gate ahead of you has a lock that can't be picked. Move into a cell on the left and find a boarded up ventilation shaft. Climb through it to get to a cell on the other side of the gate. Pick the lock of the cell to get out into the corridor. Then, pick another locked door to advance to the next level.



Go through this ventilation shaft to get around the gate.



Pick the lock of this door to complete the level.

CHALLENGE

So Close and Yet So Far

Finish this level to complete this challenge.

CHALLENGE

One Man Riot

Complete this challenge by killing ten guards in the prison with the glass shank from the courtroom evidence room. All ten do not need to be killed during a single playthrough.

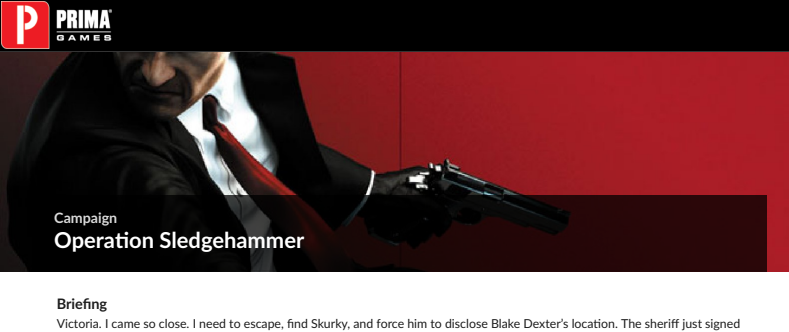
CHALLENGE

Mastery: Skurky's Law

Complete all of the other challenges for this level to earn this final challenge.

Achievements

Jailbird: Gain access to the prison to earn this award.



Campaign

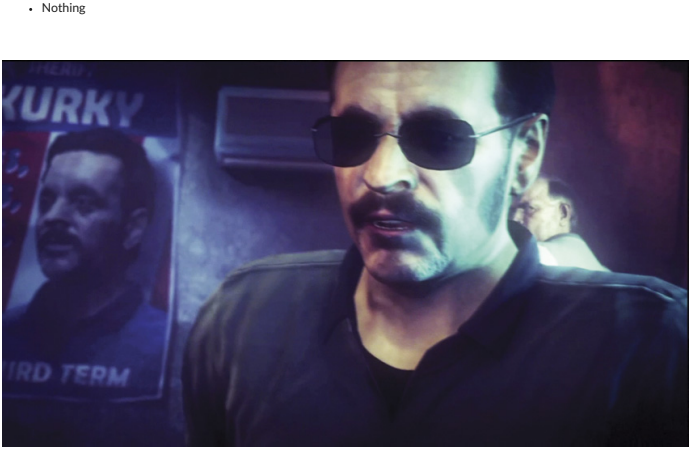
Operation Sledgehammer

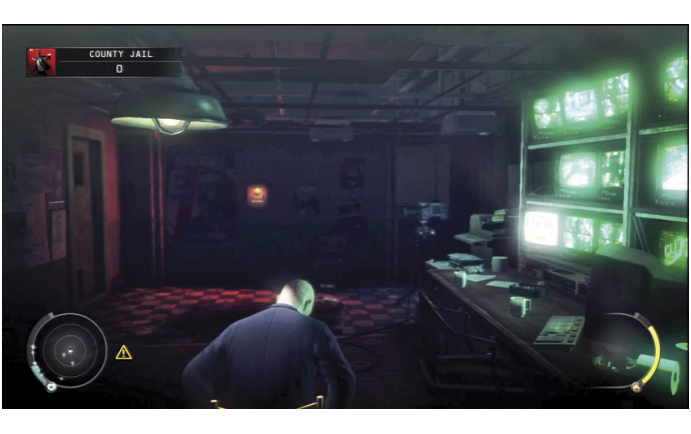
Briefing

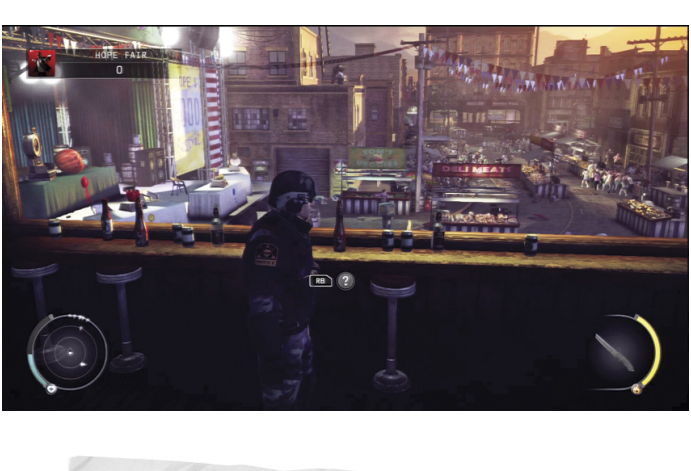
Victoria. I came so close. I need to escape, find Skurky, and force him to disclose Blake Dexter's location. The sheriff just signed his own death warrant.

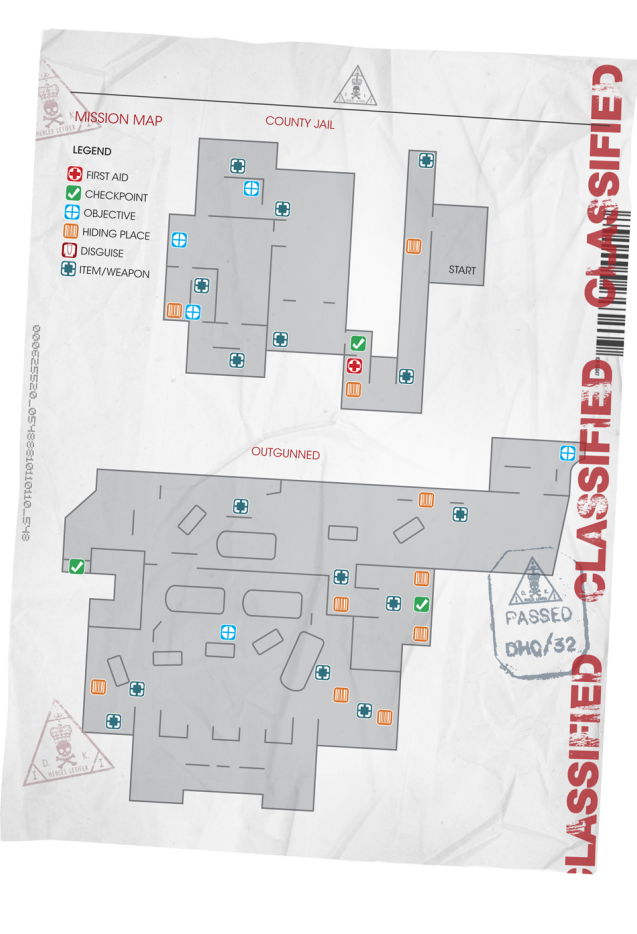
Initial Equipment

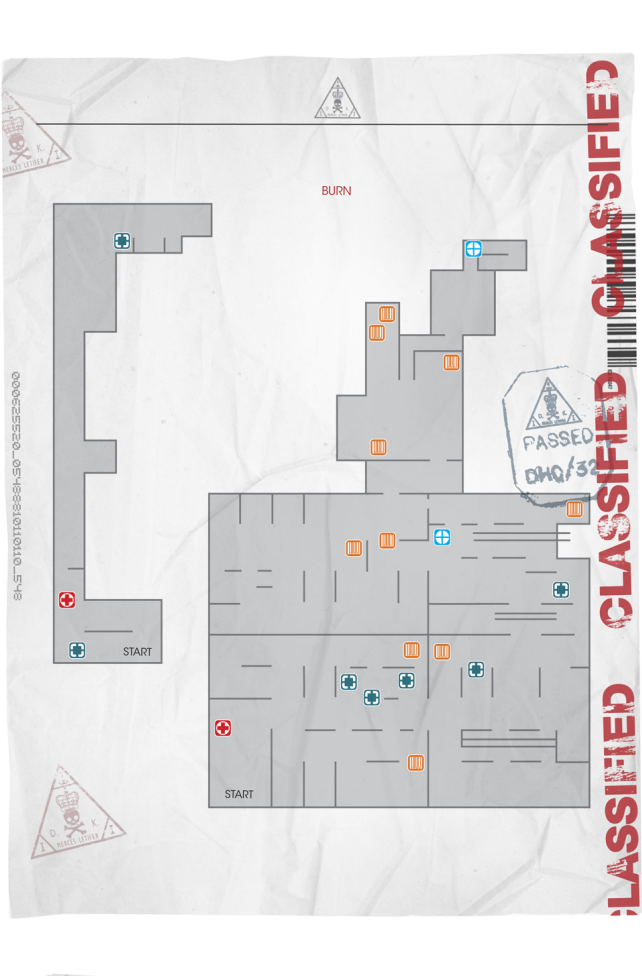
- Nothing

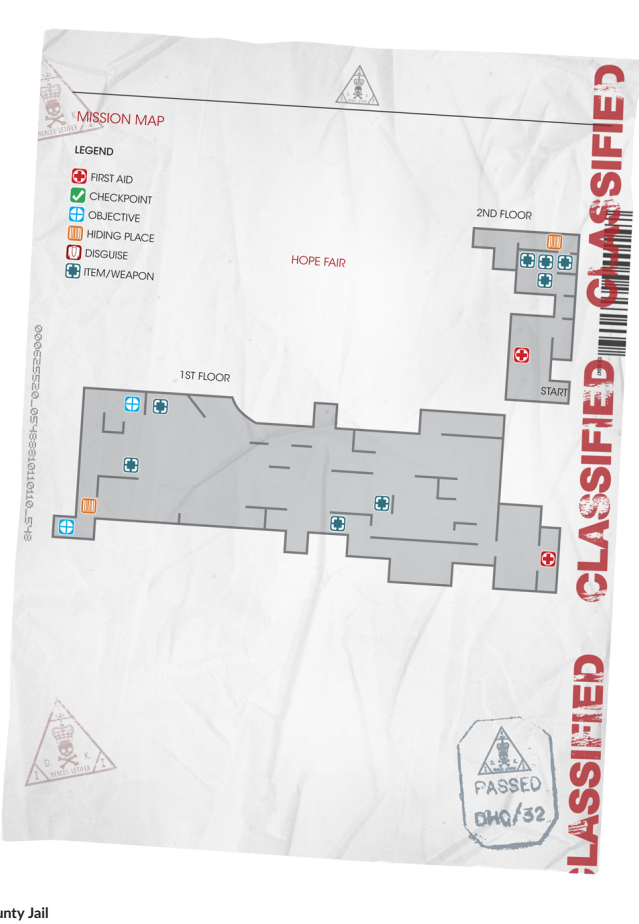




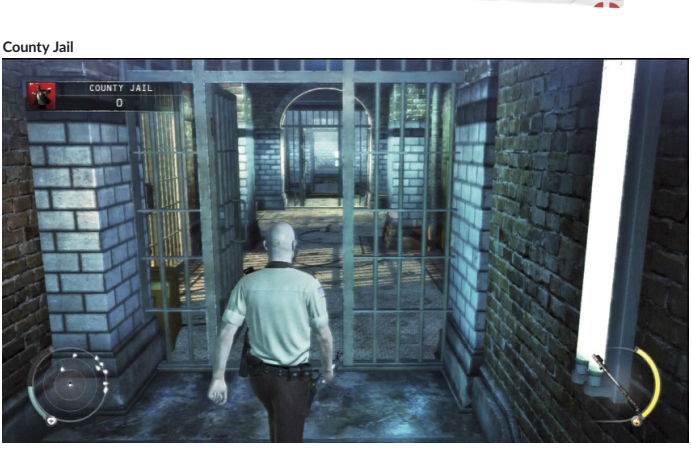


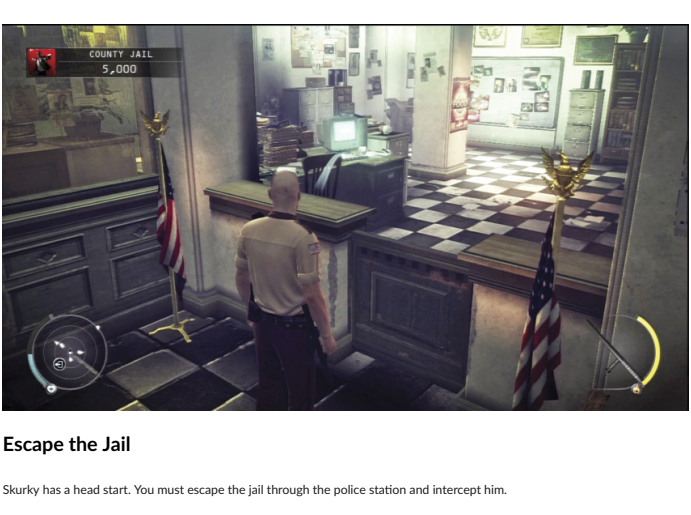






County Jail





Escape the Jail

Skurky has a head start. You must escape the jail through the police station and intercept him.

You begin tied up to a chair. This is no challenge for you. Once you're free, walk straight ahead. There is nothing you can use as a weapon in here, and the door is locked from the outside, so pull on the fire alarm—that should bring someone down here. Move back to the chair and hide in plain sight by pretending to be tied up. A police officer comes in with his weapon drawn. Once he sees that you still appear to be tied up, he begins working on the alarm box. Move in behind him and subdue him. Then, drag his body out into the other room and hide it inside a container. Take his uniform as a disguise. Pick up the pistol he dropped, as well as the metal pipe that is in the corner of the room with the container.

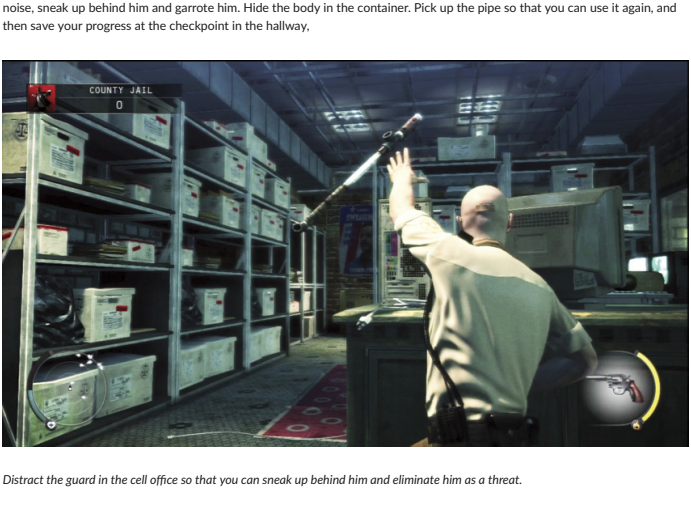
Pull the fire alarm. Then, subdue the officer that comes in to investigate.

CHALLENGE

Chameleon

In order to complete this challenge, you need to acquire three different disguises: Hope Police Officer, Agency Grunt, and Agency Heavy Trooper.

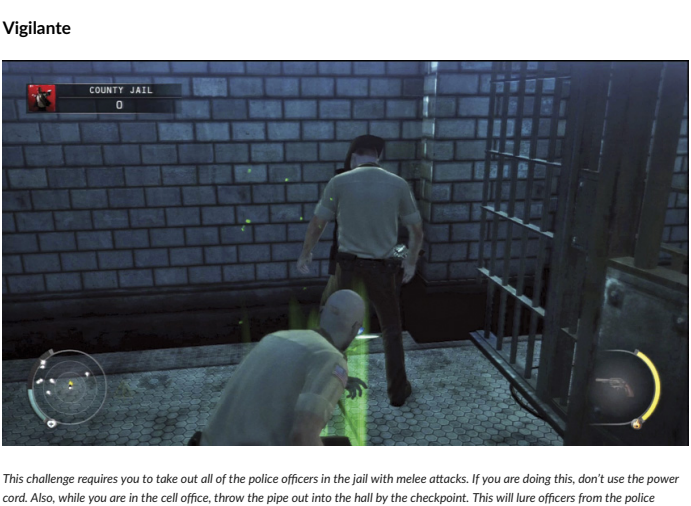
Now that you are armed and have something to use as a distraction, head up the stairs and along a corridor lined by jail cells. When you get to the end, enter a small office and take cover behind the desk. Pick up the power cord, which you can use as a garrote. Then, throw the pipe across the room so that it lands near the container at the back. While the officer investigates the noise, sneak up behind him and garrote him. Hide the body in the container. Pick up the pipe so that you can use it again, and then save your progress at the checkpoint in the hallway.



Distract the guard in the cell office so that you can sneak up behind him and eliminate him as a threat.

CHALLENGE

Vigilante

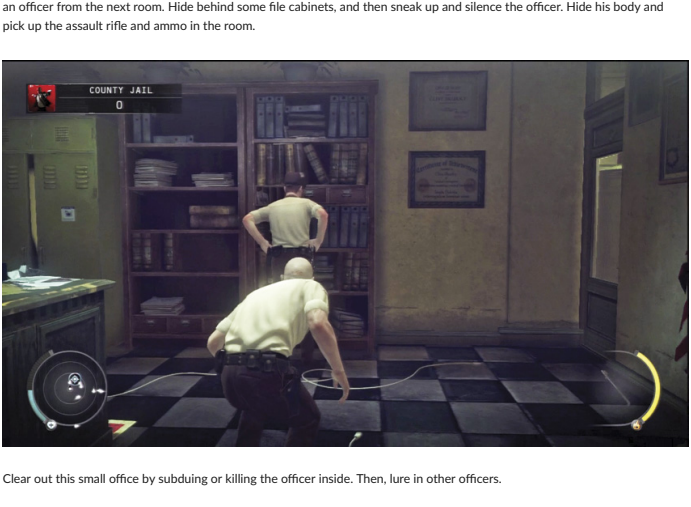


This challenge requires you to take out all of the police officers in the jail with melee attacks. If you are doing this, don't use the power cord. Also, while you are in the cell office, throw the pipe out into the hall by the checkpoint. This will lure officers from the police department main office into the hall so that you can subdue them and drag their bodies into the cell office. Do this as many times as you can until there are no more officers close enough to hear the distraction. As you progress through this area to complete your objectives, try to lure officers out of sight and subdue them. There are not enough containers to hide all of the bodies, so just drag them out of sight.

Get your Silverballers

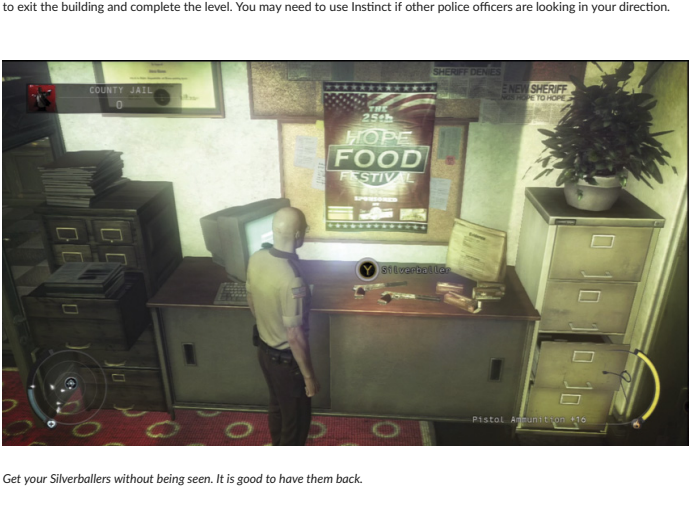
Skurky took your Silverballers. You cannot leave without them.

Locate an air vent near the first aid station. Climb up into the ventilation shaft and move through it to reach another small office. There is a police officer inside—right next to the air vent. Wait until he walks away, and then climb out. Sneak up behind him and garrote him. Hide the body in the cabinet in the corner. Throw the metal pipe into the corner by the cabinet to lure in an officer from the next room. Hide behind some file cabinets, and then sneak up and silence the officer. Hide his body and pick up the assault rifle and ammo in the room.

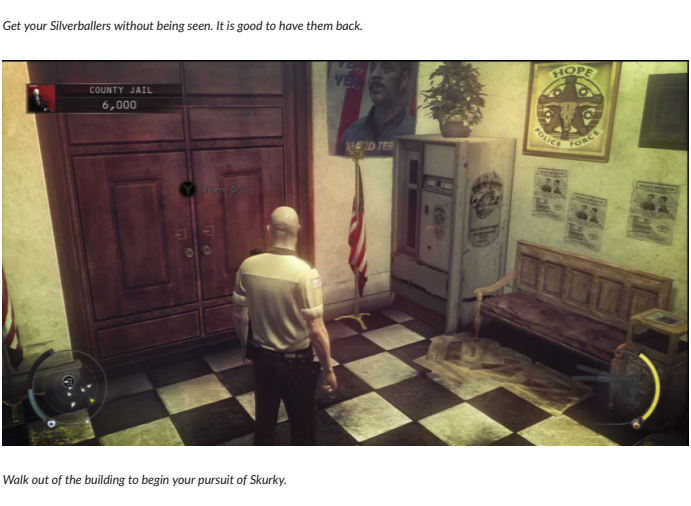


Clear out this small office by subduing or killing the officer inside. Then, lure in other officers.

There is still one more officer out in the counter area on the other side of the left door. He is usually working at the filing cabinets and can be avoided. Use Instinct to see where he is, and then crouch down and sneak out of the door. The two Silverballers are just to the left of the door. Pick up both of them, stand up and walk out of the counter area, and then turn left to exit the building and complete the level. You may need to use Instinct if other police officers are looking in your direction.



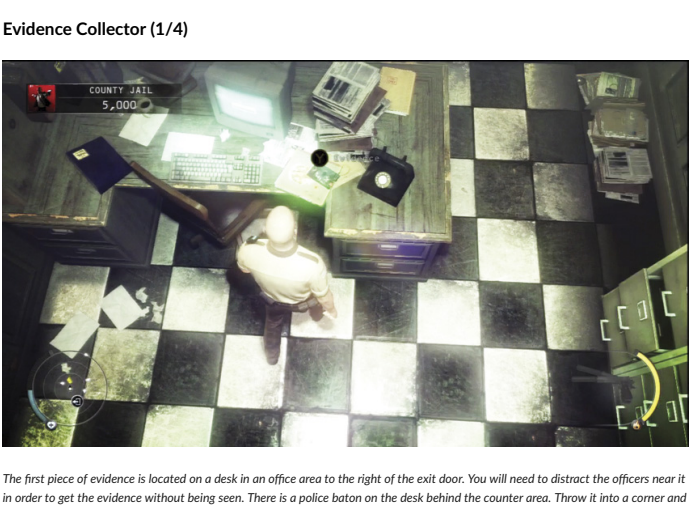
Get your Silverballers without being seen. It is good to have them back.



Walk out of the building to begin your pursuit of Skurky.

CHALLENGE

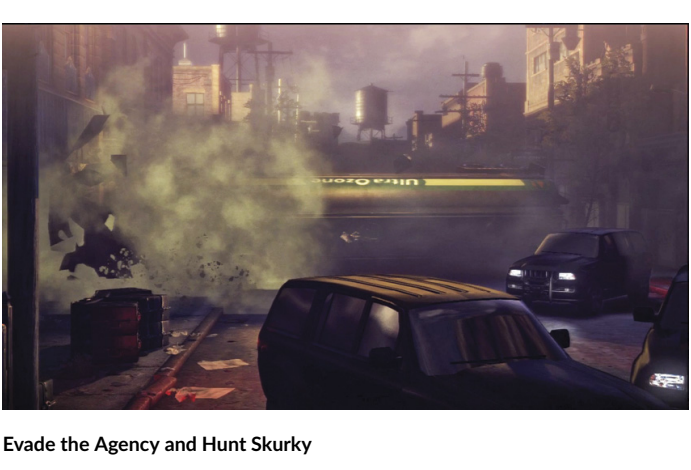
Evidence Collector (1/4)



The first piece of evidence is located on a desk in an office area to the right of the exit door. You will need to distract the officers near it in order to get the evidence without being seen. There is a police baton on the desk behind the counter area. Throw it into a corner and move in to get the evidence when the officers turn to look. Then, quickly get to the door and leave the building.

Outgunned

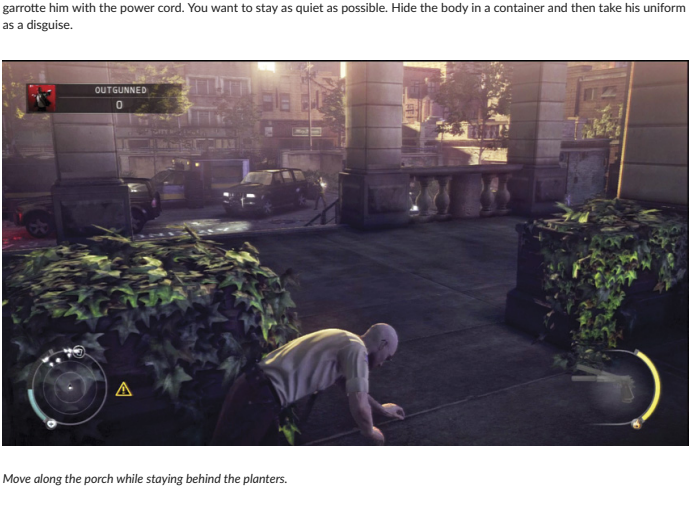
You are in the public square in front of the Hope County Courthouse.



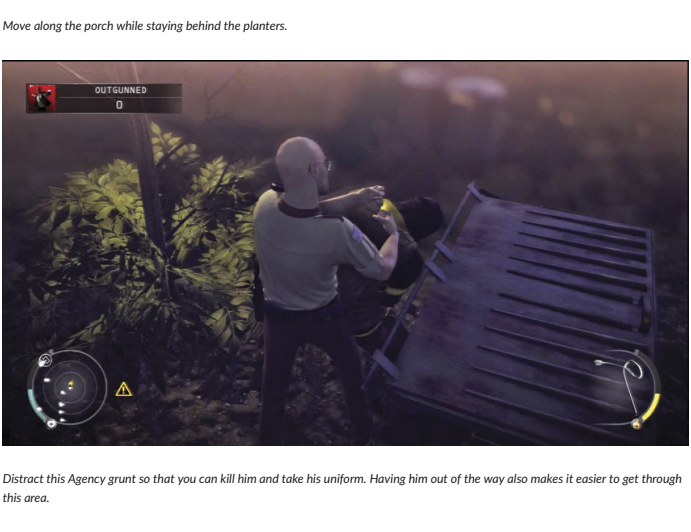
Evade the Agency and Hunt Skurky

Travis. He and the ICA were never beyond the law. He must be more desperate than you thought to risk a large-scale public operation like this. Part of you wants to stand and fight. To make him pay for Diana. But Skurky is on the move, looking for a way off of the street. You have to follow him. Travis comes later.

As you exit the door of the jail, you find yourself on a large porch with several planters. Quickly move and take cover behind the planter to the right. Then move along the planter as you progress to the right. Keeping going using the change cover move. Once you get to the end of the planters, stay low and move forward down the short ramp to take cover behind one of the ICA vehicles. There is an Agency grunt that patrols near here. If you don't have anything to distract him, wait until he turns around. Then go get a bottle near the container. Go back to your hiding spot behind the crates next to the vehicle and when the grunt comes back, throw the bottle or other object over by the container. As he moves to investigate, sneak up behind him and garrote him with the power cord. You want to stay as quiet as possible. Hide the body in a container and then take his uniform as a disguise.



Move along the porch while staying behind the planters.



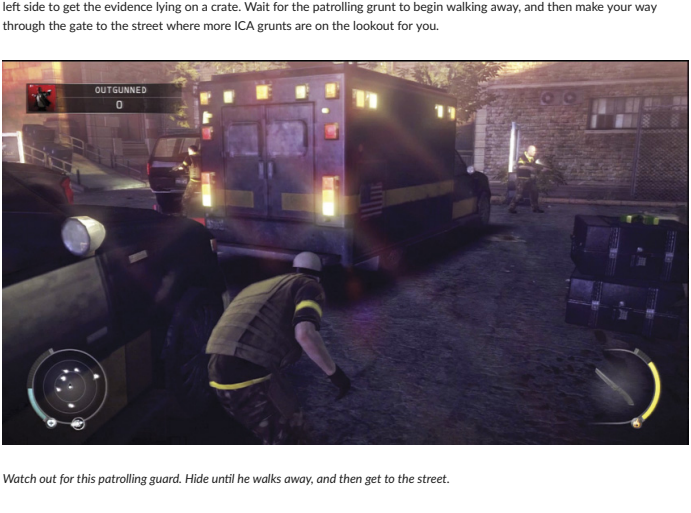
Distract this Agency grunt so that you can kill him and take his uniform. Having him out of the way also makes it easier to get through this area.

Weapons & Equipment

Agency Grunt

This outfit is worn by lower level ICA combat units.

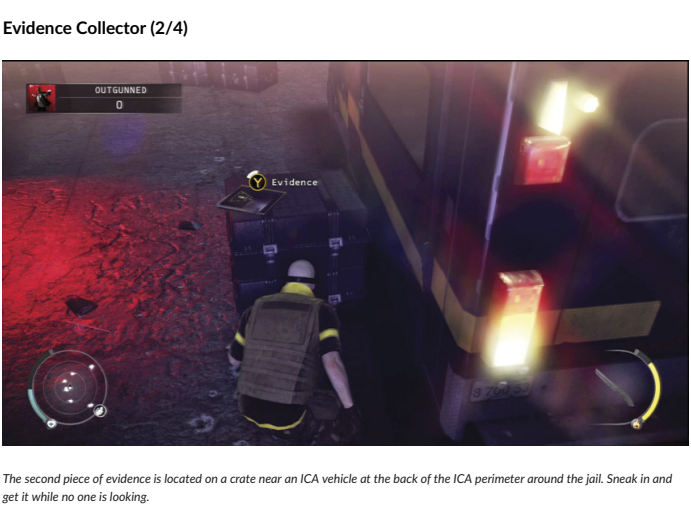
Continue your advance around the outside of the ICA perimeter. Most of the grunts are looking toward the jail rather than away from it. Use crates and vehicles for cover. When you get to the last vehicle, the one next to the gate, stay put and watch for a grunt that comes to this area as part of his patrol. Wait behind the rear of the vehicle. When it is clear, move around the left side to get the evidence lying on a crate. Wait for the patrolling grunt to begin walking away, and then make your way through the gate to the street where more ICA grunts are on the lookout for you.



Watch out for this patrolling guard. Hide until he walks away, and then get to the street.

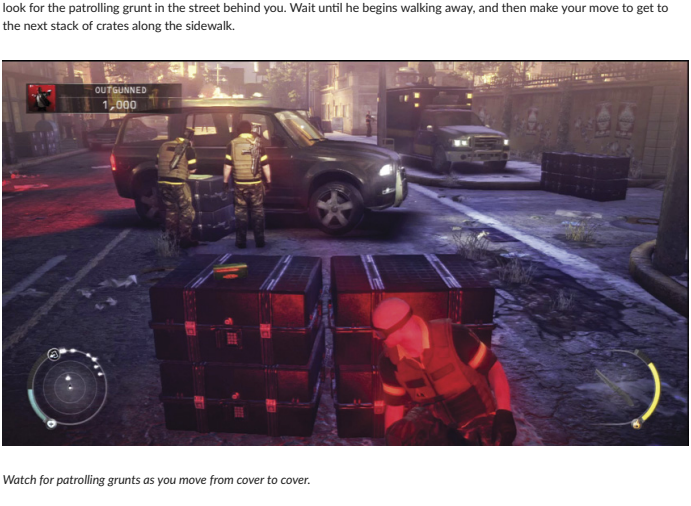
CHALLENGE

Evidence Collector (2/4)



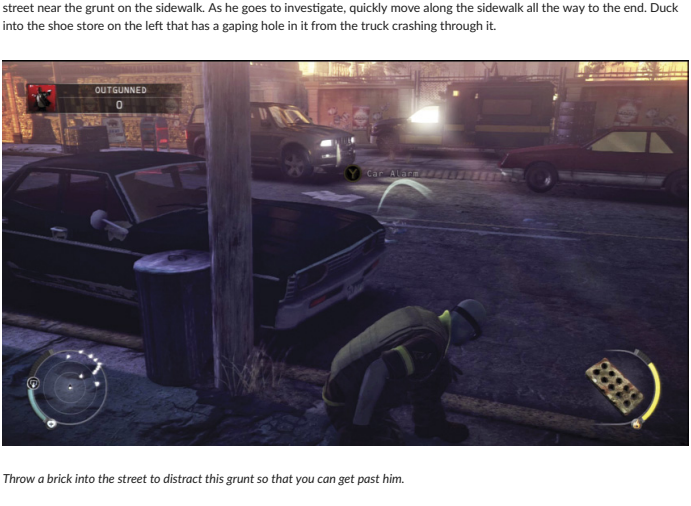
The second piece of evidence is located on a crate near an ICA vehicle at the back of the ICA perimeter around the jail. Sneak in and get it while no one is looking.

Take cover behind some crates at the entrance to the street area. The patrolling guard in the previous area will spot you if you stay here. When it looks clear, stand up and walk to the left. Get behind the crates on the far left side of the street area. Make your way across the street, moving from cover to cover, and follow the sidewalk toward the burning fuel truck. When you reach several stacks of crates, pause there. You need to go into the street to get around the crates. Before you do, however, look for the patrolling grunt in the street behind you. Wait until he begins walking away, and then make your move to get to the next stack of crates along the sidewalk.

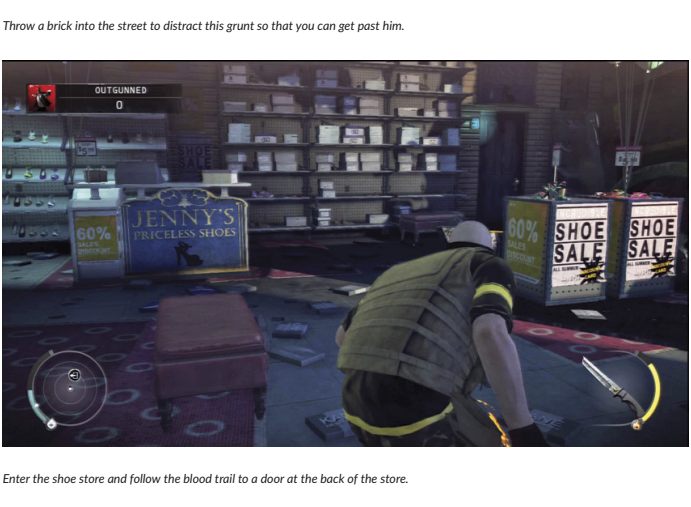


Watch for patrolling grunts as you move from cover to cover.

There is a grunt ahead of you facing the burning truck. Before you try to get past him, stay behind the crates and wait for a patrol of four grunts to come down the street. Once they have passed, pick up a brick or another object and throw it into the street near the grunt on the sidewalk. As he goes to investigate, quickly move along the sidewalk all the way to the end. Duck into the shoe store on the left that has a gaping hole in it from the truck crashing through it.



Throw a brick into the street to distract this grunt so that you can get past him.



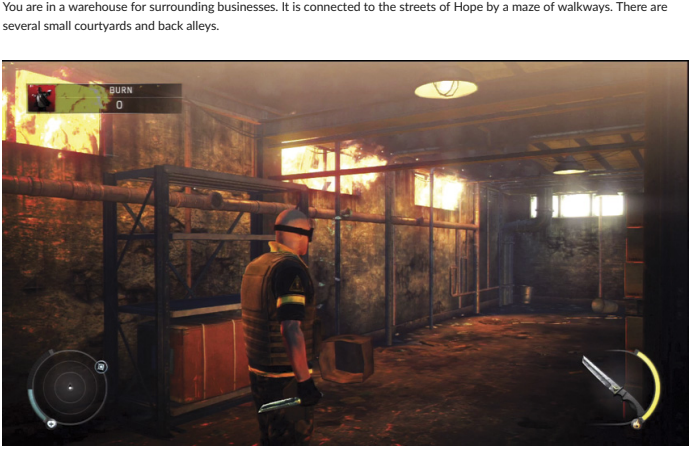
Enter the shoe store and follow the blood trail to a door at the back of the store.

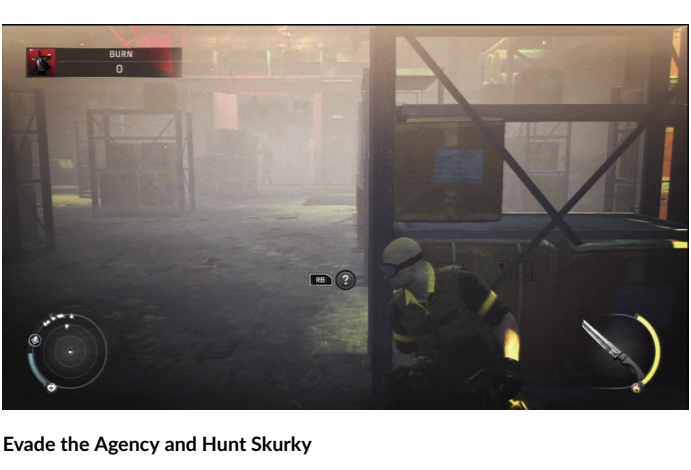
Tip

If you use Instinct, you can see the trail of blood left behind as Skurky flees the ICA.

Burn

You are in a warehouse for surrounding businesses. It is connected to the streets of Hope by a maze of walkways. There are several small courtyards and back alleys.

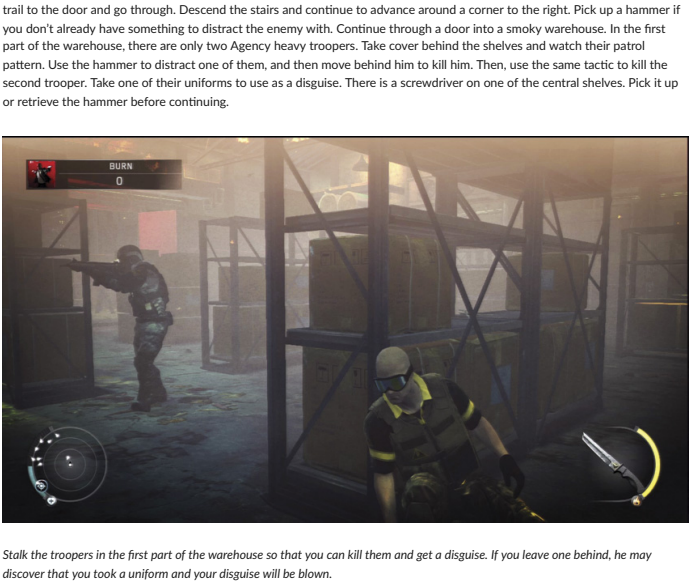




Evade the Agency and Hunt Skurky

The burning truck has set the entire warehouse on fire. Progress quickly, avoiding or neutralizing the Agency assault units. Do not allow anything to slow you down.

You begin in a storage room for the shoe store. There is no one in here, so you do not need to use stealth. Follow the blood trail to the door and go through. Descend the stairs and continue to advance around a corner to the right. Pick up a hammer if you don't already have something to distract the enemy with. Continue through a door into a smoky warehouse. In the first part of the warehouse, there are only two Agency heavy troopers. Take cover behind the shelves and watch their patrol pattern. Use the hammer to distract one of them, and then move behind him to kill him. Then, use the same tactic to kill the second trooper. Take one of their uniforms to use as a disguise. There is a screwdriver on one of the central shelves. Pick it up or retrieve the hammer before continuing.



Stalk the troopers in the first part of the warehouse so that you can kill them and get a disguise. If you leave one behind, he may discover that you took a uniform and your disguise will be blown.

Weapons & Equipment

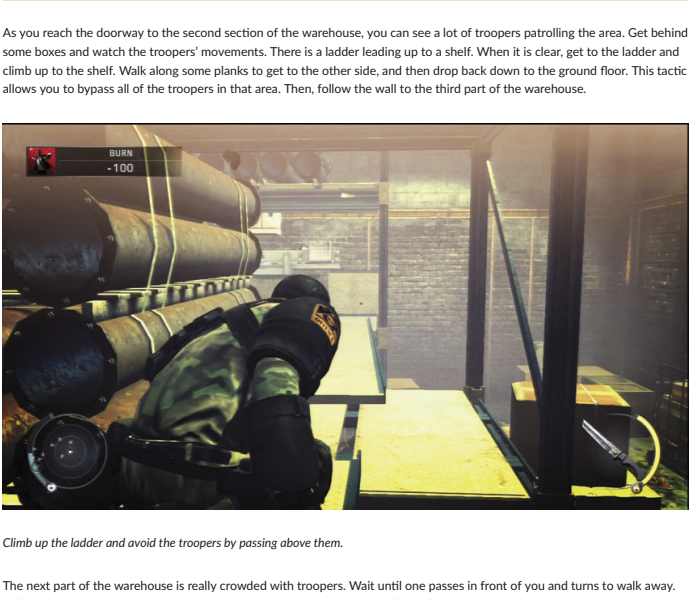
Agency Heavy Trooper

This outfit is worn by the ICA's tactical assault division. The ballistic vest, helmet, and Kevlar-reinforced combat uniform provide excellent protection.

Tip

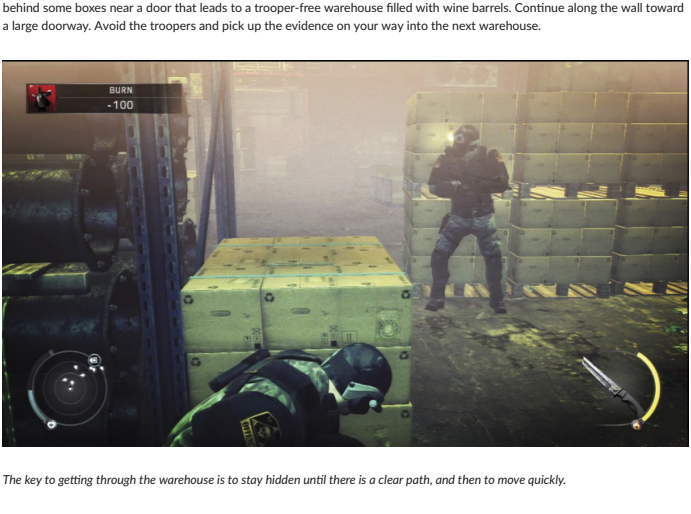
In the smoky warehouse, the screwdriver—or a knife, if you kept one from earlier—can come in handy. Not only can they be used as a distraction, but they can also be deadly when thrown. Be sure to only attack enemies from behind or from the side. If you throw something at an enemy who is coming toward you, they will die before they can fire at you, but they will spot you nonetheless.

As you reach the doorway to the second section of the warehouse, you can see a lot of troopers patrolling the area. Get behind some boxes and watch the troopers' movements. There is a ladder leading up to a shelf. When it is clear, get to the ladder and climb up to the shelf. Walk along some planks to get to the other side, and then drop back down to the ground floor. This tactic allows you to bypass all of the troopers in that area. Then, follow the wall to the third part of the warehouse.



Climb up the ladder and avoid the troopers by passing above them.

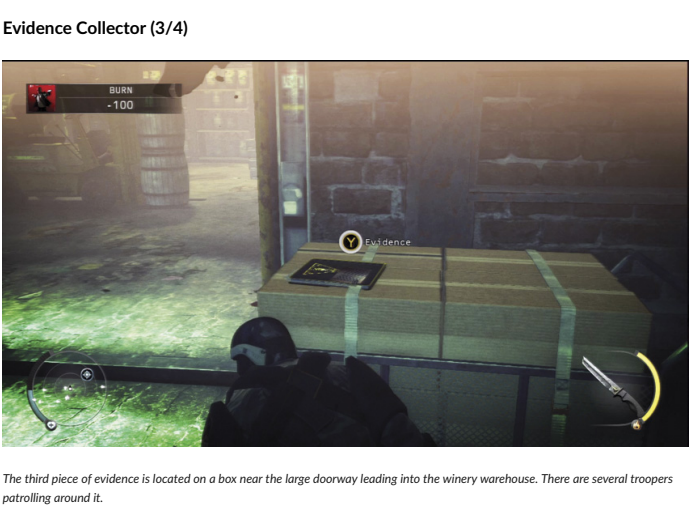
The next part of the warehouse is really crowded with troopers. Wait until one passes in front of you and turns to walk away. Follow him for a bit, and then sneak over to another ladder along the wall. Climb the ladder and move across a shelf to get over a row of pipes. Drop down to the other side and take cover behind a stack of boxes. The best way to avoid the troopers is to move along the brick wall to the other side of this area. Wait for a trooper to come patrolling toward you. Stay hidden. Though it looks like he will find you, he turns at the last moment. This is your chance to move all the way to the corner. Take cover behind some boxes near a door that leads to a trooper-free warehouse filled with wine barrels. Continue along the wall toward a large doorway. Avoid the troopers and pick up the evidence on your way into the next warehouse.



The key to getting through the warehouse is to stay hidden until there is a clear path, and then to move quickly.

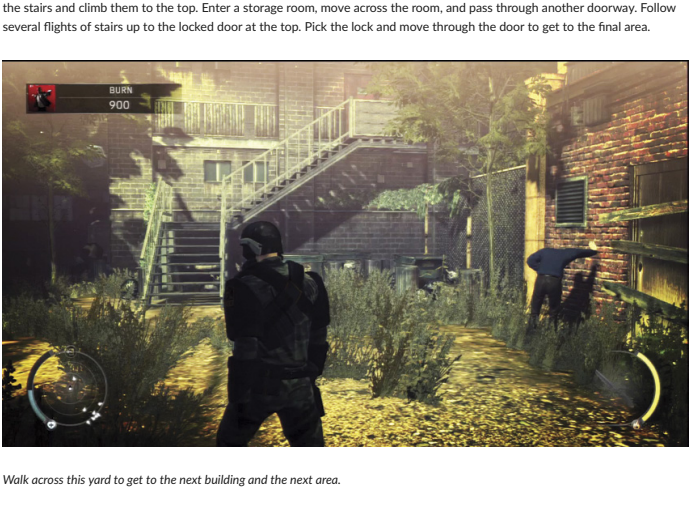
CHALLENGE

Evidence Collector (3/4)



The third piece of evidence is located on a box near the large doorway leading into the winery warehouse. There are several troopers patrolling around it.

After reaching the winery warehouse, go through the door along the wall. There are no more troopers, so you can stand and walk normally. Continue down the corridor to another door and exit the warehouse. You emerge in a backyard area. There is a civilian along the wall to the left, recovering from smoke inhalation. He will not see you, nor does he pose any threat. Move to the stairs and climb them to the top. Enter a storage room, move across the room, and pass through another doorway. Follow several flights of stairs up to the locked door at the top. Pick the lock and move through the door to get to the final area.



Walk across this yard to get to the next building and the next area.

There are several different challenges that you can complete in the warehouse area. Be sure to get them all.

CHALLENGE

Misty Eyes

Neutralize 10 enemies in the warehouse without getting spotted. In addition to the two at the start of the warehouse, the easiest way to complete this challenge is to lure troopers into the first part of the warehouse one at a time. This will give you a few more kills. Then, when you get to the winery section, lure the troopers into that area. There are several containers in there for hiding bodies and scoring a few extra points.

CHALLENGE

Heavy Armor

To complete this challenge, let an enemy see you and hold up your hands to surrender. Then, while using your enemy as a human shield, kill three other Agency soldiers.

CHALLENGE

Surgical Precision—Part 1

This challenge is completed by killing three of the Agency heavy troopers with headshots. The Silverballers work great for this because they are silenced and will not give away your presence.

CHALLENGE

Surgical Precision—Part 2

This challenge is unlocked after you complete part one. This time you need to kill five Agency heavy troopers consecutively with headshots without missing a shot. This is achieved more easily by using point shooting. Even if you can't get five with one execution, you can still kill three or four, and then use point shooting again to get the last headshot(s).

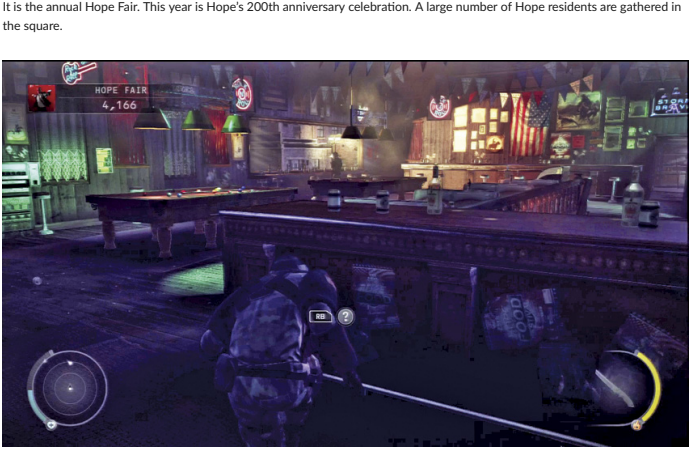
CHALLENGE

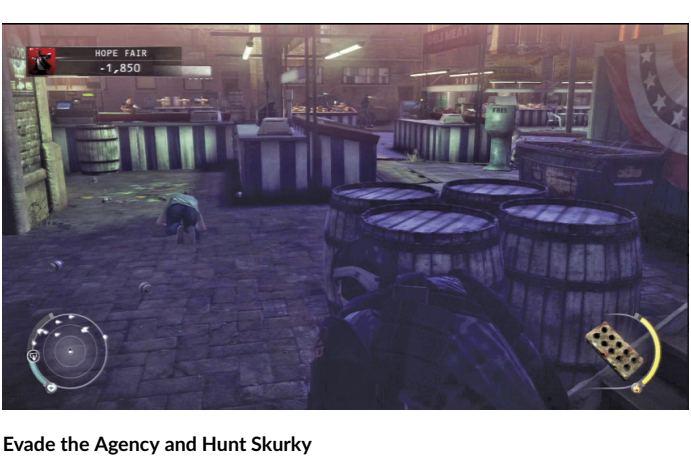
Surgical Precision—Part 3

Completing part two unlocks this challenge. Kill seven Agency heavy troopers consecutively with headshots. You must do this within 60 seconds and without missing a shot. Once again, use point shooting to complete this challenge .

Hope Fair

It is the annual Hope Fair. This year is Hope's 200th anniversary celebration. A large number of Hope residents are gathered in the square.

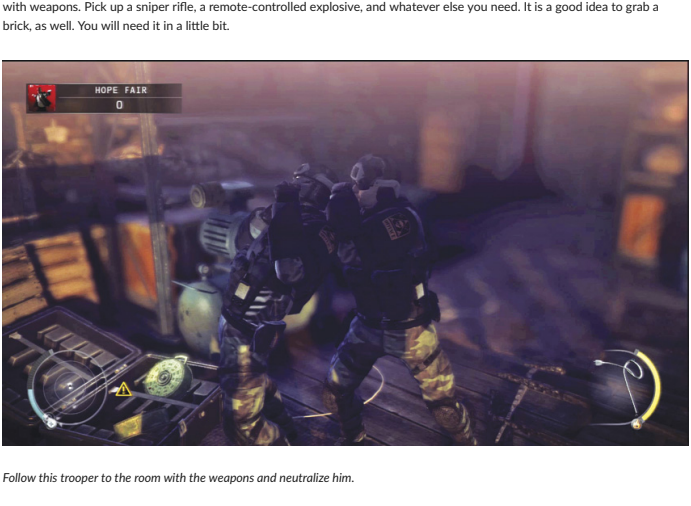




Evade the Agency and Hunt Skurky

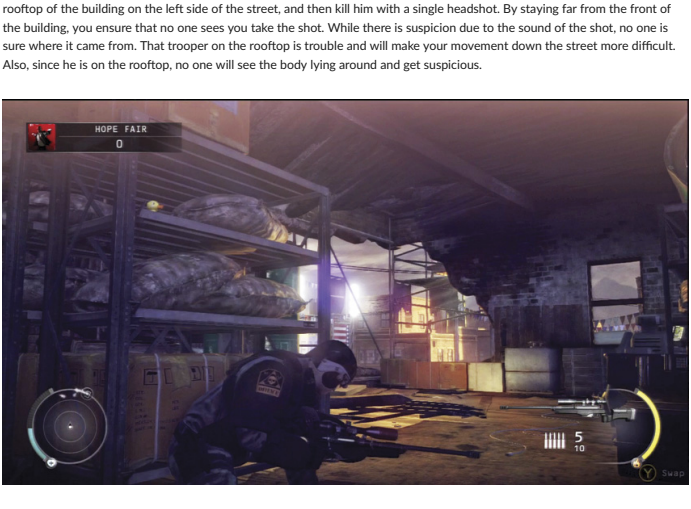
Skurky is proceeding toward the Hope Fair. No doubt he hopes to escape within the crowd. You need to find high ground.

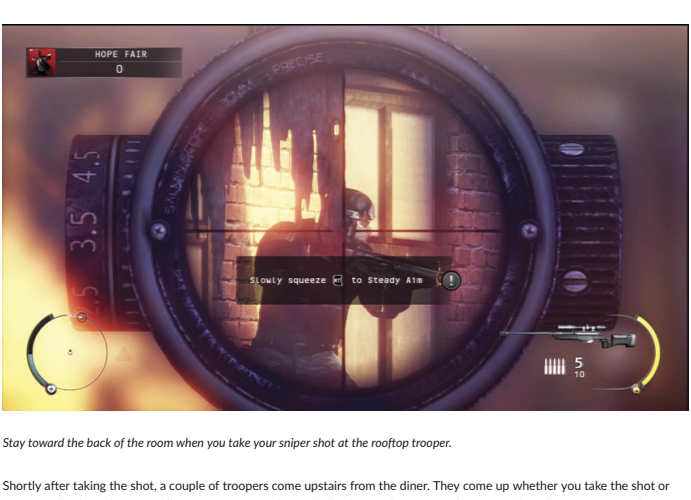
You begin this area in an upstairs room of a diner. Crouch down and take cover to avoid the trooper who is in the room with you, looking out over the crowded street below. The ICA troops are clearing civilians off the streets and looking for you. Stay low and follow the trooper into another room where he begins working with some equipment. Subdue him or kill him with the power cord. Then, drag the body around the corner and hide it in a container. The room where the trooper stopped is filled with weapons. Pick up a sniper rifle, a remote-controlled explosive, and whatever else you need. It is a good idea to grab a brick, as well. You will need it in a little bit.



Follow this trooper to the room with the weapons and neutralize him.

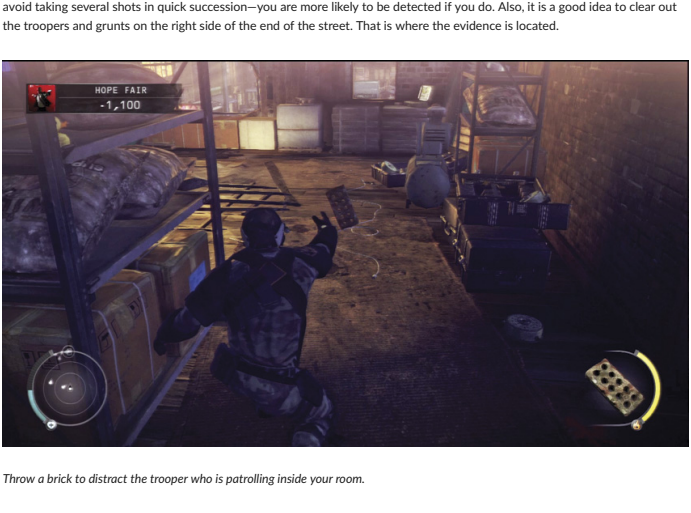
Move over near the door leading to a room with a container in it. Pull out your sniper rifle. Take aim at the trooper on the rooftop of the building on the left side of the street, and then kill him with a single headshot. By staying far from the front of the building, you ensure that no one sees you take the shot. While there is suspicion due to the sound of the shot, no one is sure where it came from. That trooper on the rooftop is trouble and will make your movement down the street more difficult. Also, since he is on the rooftop, no one will see the body lying around and get suspicious.



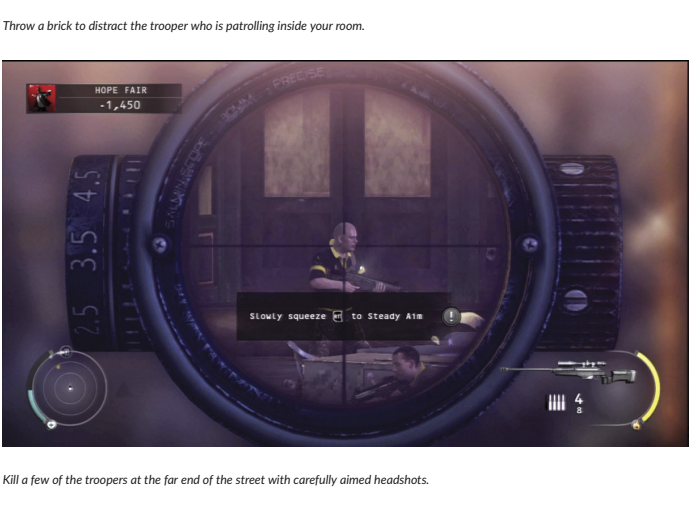


Stay toward the back of the room when you take your sniper shot at the rooftop trooper.

Shortly after taking the shot, a couple of troopers come upstairs from the diner. They come up whether you take the shot or not. Get a brick ready. One walks into your room. Throw the brick near the front of the room to lure the trooper over there, and then sneak over and take him down. Leave the body for now. You may need space in the container to hide yourself later. Next, move to the other side of the shelves, continuing to stay away from the front of the building. From here, take aim at Agency troopers and grunts at the far end of the street. Your goal is to thin out the ranks near the end of your exit path, which will make it easier to leave the city when your Instinct is low or nearly gone. The key to sniping without being detected is to make sure no one else can see you but your target. Move forward and backward to adjust. It is important to make headshots since the troopers are wearing body armor. If you hit them in the chest, they will see you and remain alive. Take your time and avoid taking several shots in quick succession—you are more likely to be detected if you do. Also, it is a good idea to clear out the troopers and grunts on the right side of the end of the street. That is where the evidence is located.



Throw a brick to distract the trooper who is patrolling inside your room.



Kill a few of the troopers at the far end of the street with carefully aimed headshots.

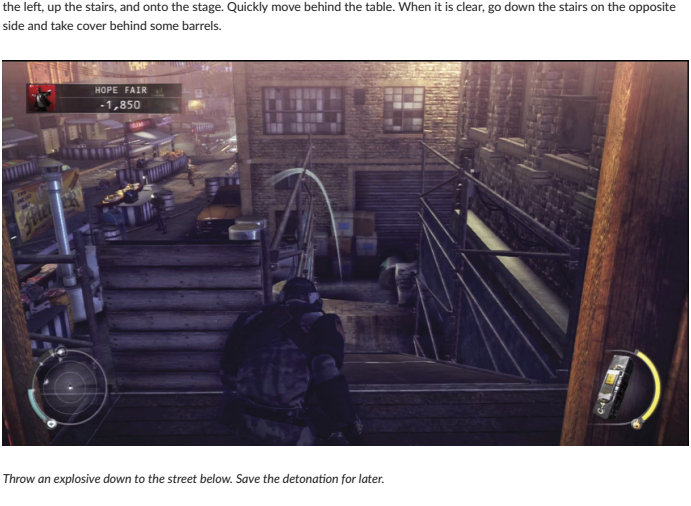
Tip

You can use the sniper rifle to complete the first two parts of the Surgical Precision challenge here. Just take your time and make each shot count. It is difficult to get the third part of the challenge completed here.

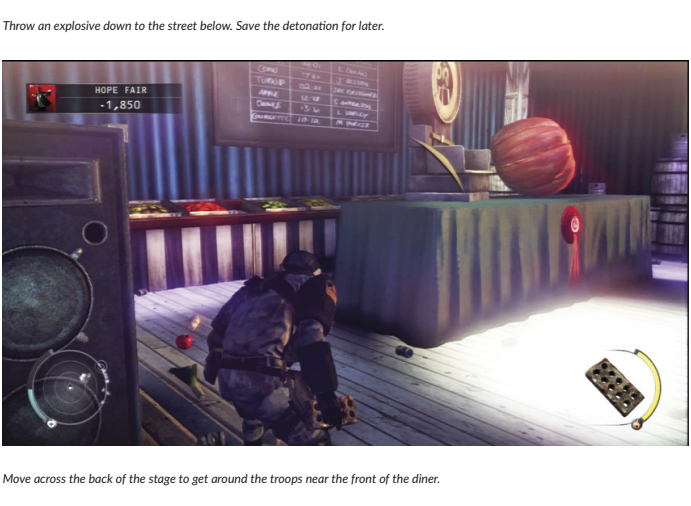
Tip

There are proximity mines in the room containing the weapons. If you are expecting the enemy to come after you, throw some at the base of the stairs or at other entrances to your area. This gives you a warning when your enemies approach, and it also kills the lead troops.

Don't kill too many people with the sniper rifle. The more you kill, the more likely it is that backup will arrive, making your job that much tougher. Killing five or so should be fine. Once you've made your headshots, leave your sniper perch and venture down into the street. Take a remote-controlled explosive. Move through the room with the container and down the stairs leading to the street. Throw the explosive down near the closest vendor stall, but don't blow it up yet. It will act as a diversion when you need one. Next, pick up a brick and make your way to the other side of the upstairs area. Go down the stairs leading into the diner. Take cover and watch the troopers patrolling outside. Look for an opening, and then head out the door. Go to the left, up the stairs, and onto the stage. Quickly move behind the table. When it is clear, go down the stairs on the opposite side and take cover behind some barrels.

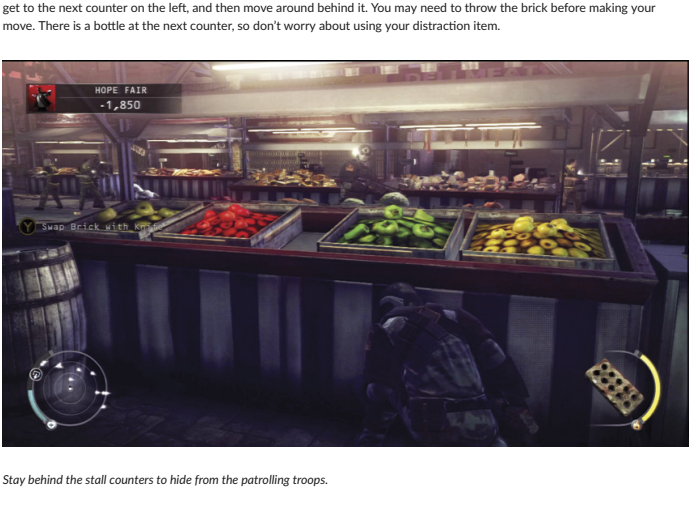


Throw an explosive down to the street below. Save the detonation for later.

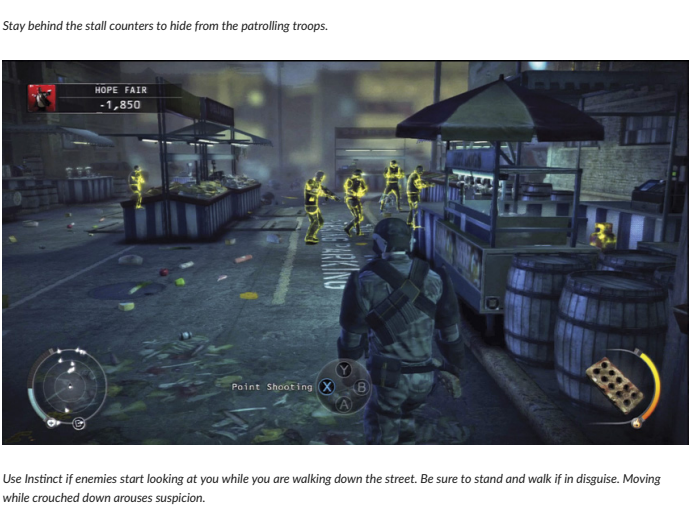


Move across the back of the stage to get around the troops near the front of the diner.

From behind the barrels, watch the troopers patrolling the area. There is a stall directly ahead. As one of the troopers begins walking away, move to the edge of the stall's counter. Then, follow the counter to the left and stop next to some vegetables and a barrel. There is a knife here if you need an item to use for a distraction. Wait until the troops in the street are looking away from you, and then move to the next stall where there are some sausages. This stall provides cover in all directions, but it also blocks your progress. You need to get around the stall. It's time for your diversion. Select the remote control and detonate the explosive. This draws the attention of many of the troops, and some of them start moving in the direction of the explosion. Wait for several enemies to walk toward the explosion, and then move around the counter and onto the street. Use Instinct to get to the next counter on the left, and then move around behind it. You may need to throw the brick before making your move. There is a bottle at the next counter, so don't worry about using your distraction item.

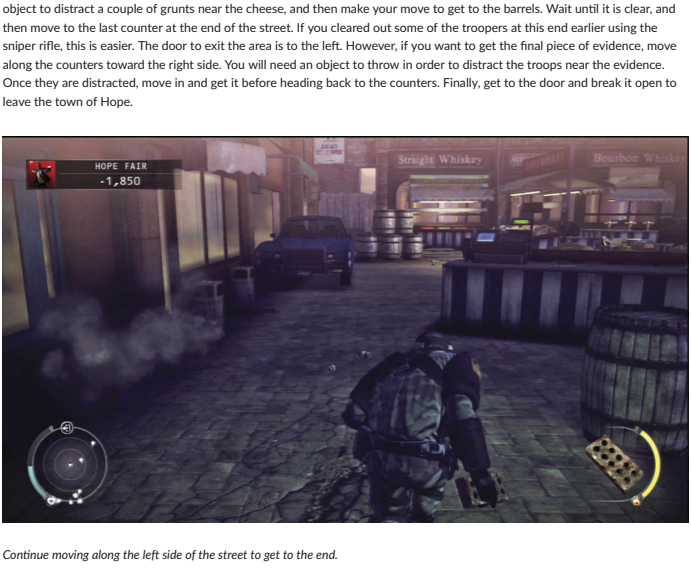


Stay behind the stall counters to hide from the patrolling troops.

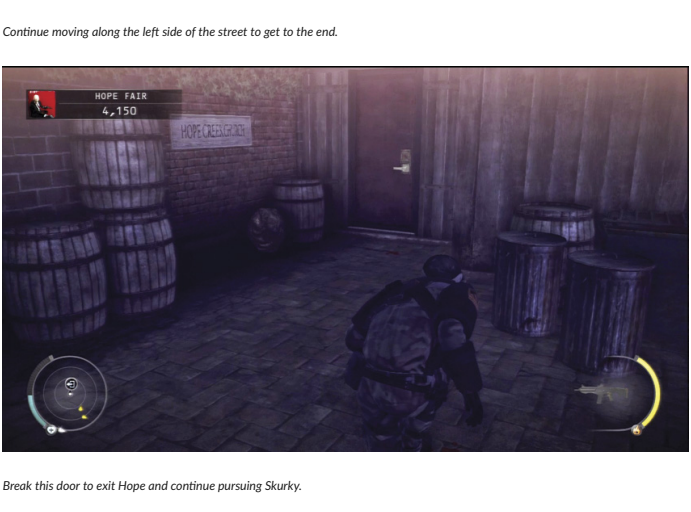


Use Instinct if enemies start looking at you while you are walking down the street. Be sure to stand and walk if in disguise. Moving while crouched down arouses suspicion.

Use an object for a distraction while you are behind the counter. Throw it out into the street. Then, move past a vehicle and a sausage counter to take cover behind a counter with cheese wheels on it. There is also a knife here. Throw the knife or another object to distract a couple of grunts near the cheese, and then make your move to get to the barrels. Wait until it is clear, and then move to the last counter at the end of the street. If you cleared out some of the troopers at this end earlier using the sniper rifle, this is easier. The door to exit the area is to the left. However, if you want to get the final piece of evidence, move along the counters toward the right side. You will need an object to throw in order to distract the troops near the evidence. Once they are distracted, move in and get it before heading back to the counters. Finally, get to the door and break it open to leave the town of Hope.



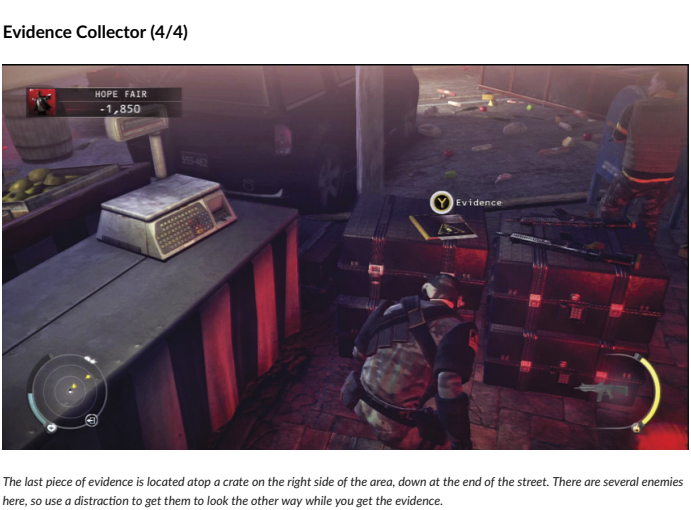
Continue moving along the left side of the street to get to the end.



Break this door to exit Hope and continue pursuing Skurky.

CHALLENGE

Evidence Collector (4/4)



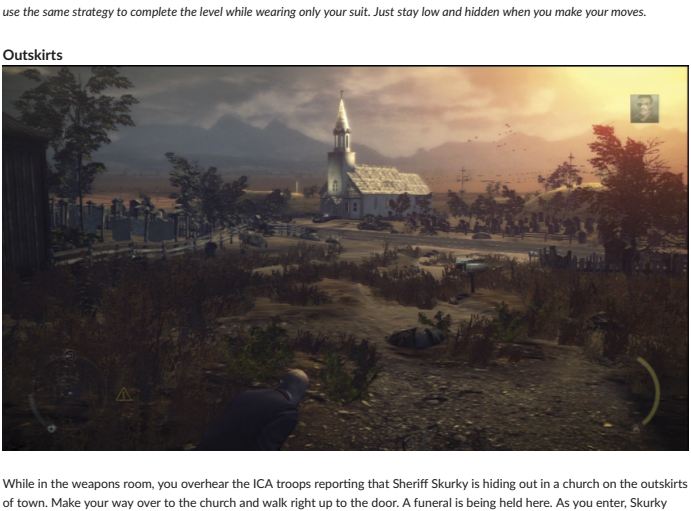
The last piece of evidence is located atop a crate on the right side of the area, down at the end of the street. There are several enemies here, so use a distraction to get them to look the other way while you get the evidence.

CHALLENGE

Suit Only

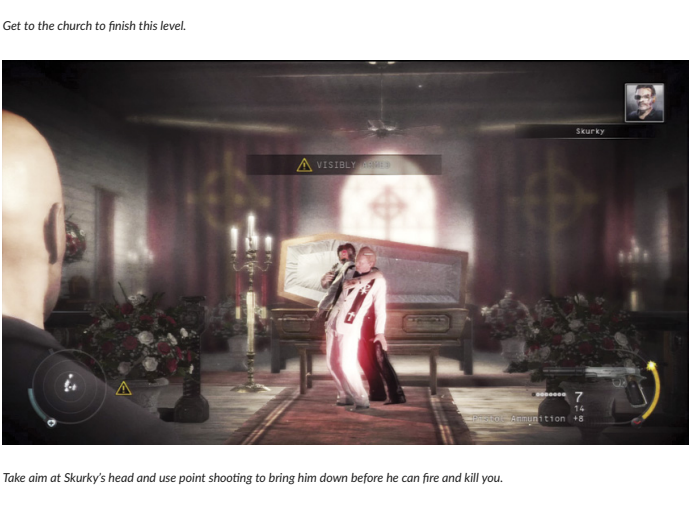
Since disguises are not very effective during this level (everyone is wearing the same outfit and can see through your disguise), you can use the same strategy to complete the level while wearing only your suit. Just stay low and hidden when you make your moves.

Outskirts



While in the weapons room, you overhear the ICA troops reporting that Sheriff Skurky is hiding out in a church on the outskirts of town. Make your way over to the church and walk right up to the door. A funeral is being held here. As you enter, Skurky grabs the priest and uses him as a human shield. You automatically go into point shooting mode. Center the crosshairs over Skurky's head and pull the trigger to lock in your shot. Execute the shot to kill him. If you don't act quickly, Skurky will shoot you. Once Skurky is dying, he tells you where Victoria is being held. It is time to leave Hope for good.

Get to the church to finish this level.



Take aim at Skurky's head and use point shooting to bring him down before he can fire and kill you.

CHALLENGE

A Cleansing Fire

Eliminate Skurky and leave Hope to complete this challenge.

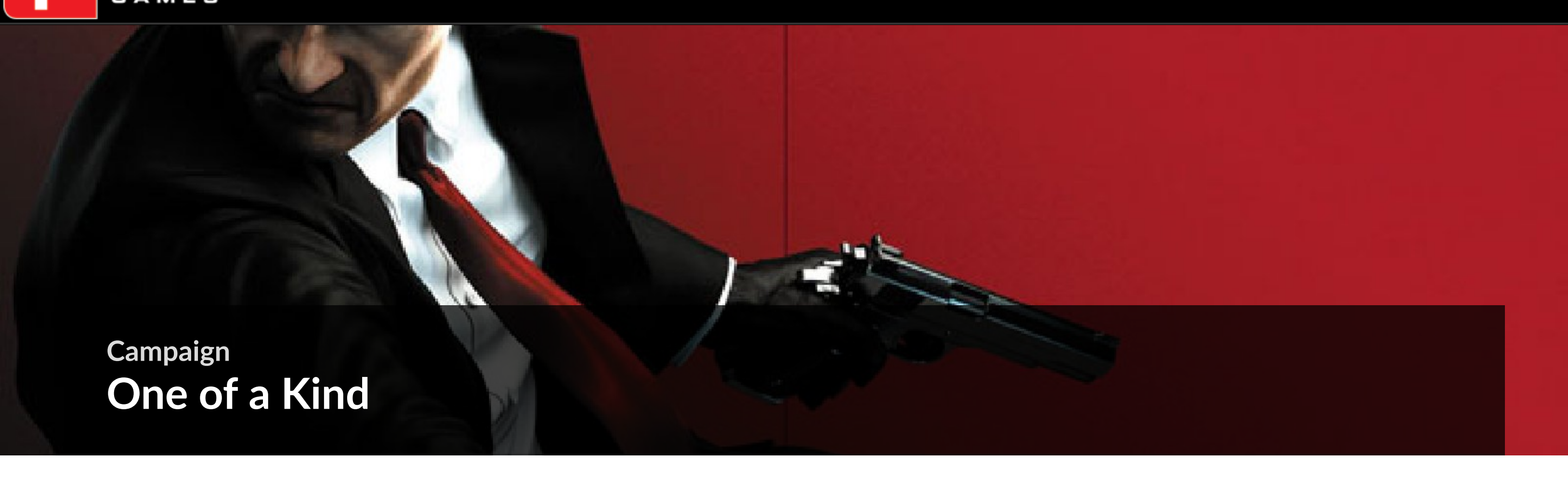
CHALLENGE

Mastery: Burn

Complete all of the other challenges to earn this final challenge.

Achievements

Hour of Reckoning After leaving the city of Hope behind, approach the church to earn this award.



Campaign

One of a Kind

Briefing

I know my destination: Blackwater Park. The end game is approaching. First, I need to regain my focus. What I need is a new suit, and there is only one place to get it from. Tommy Clemenza.

Initial Equipment

- Fiberwire

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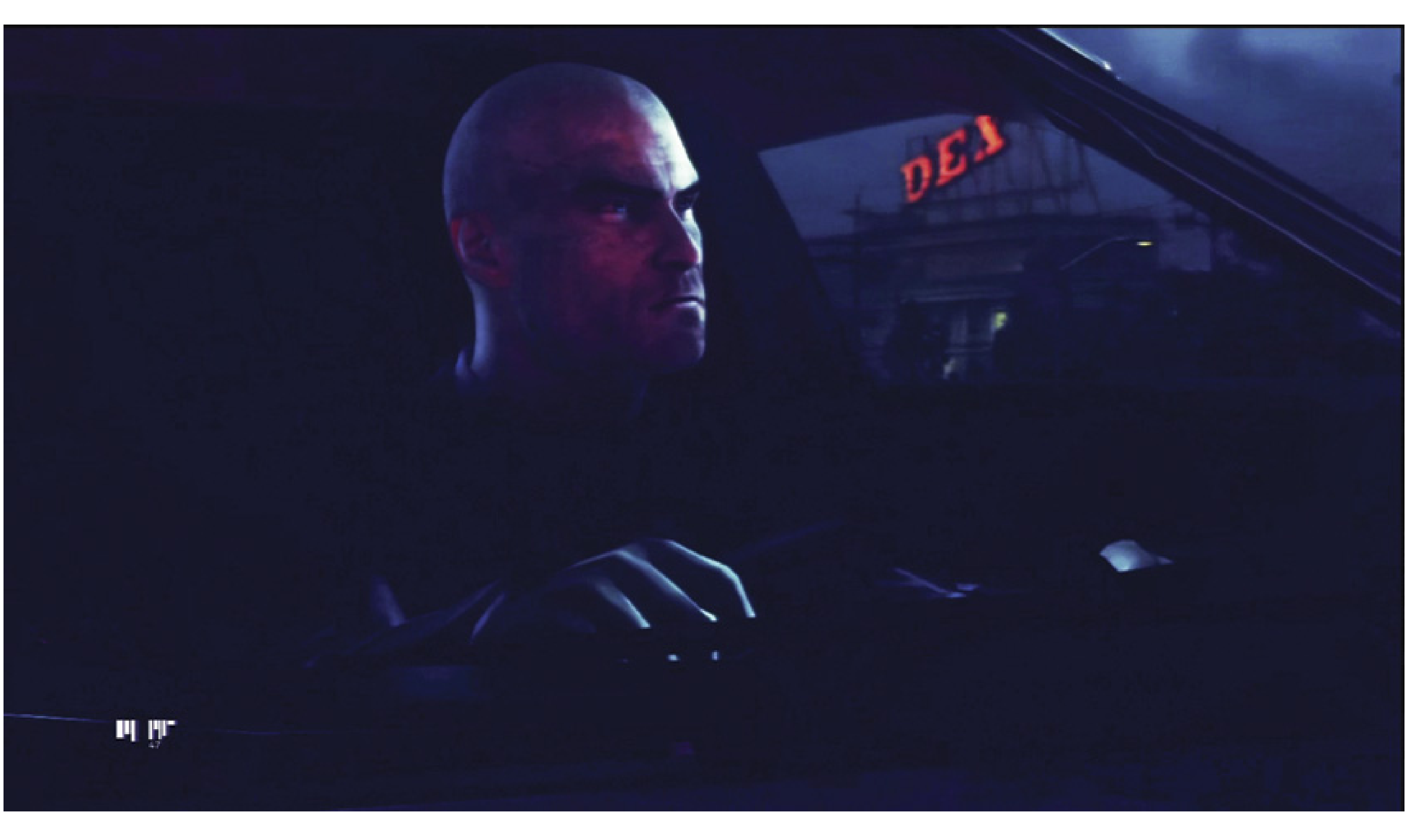
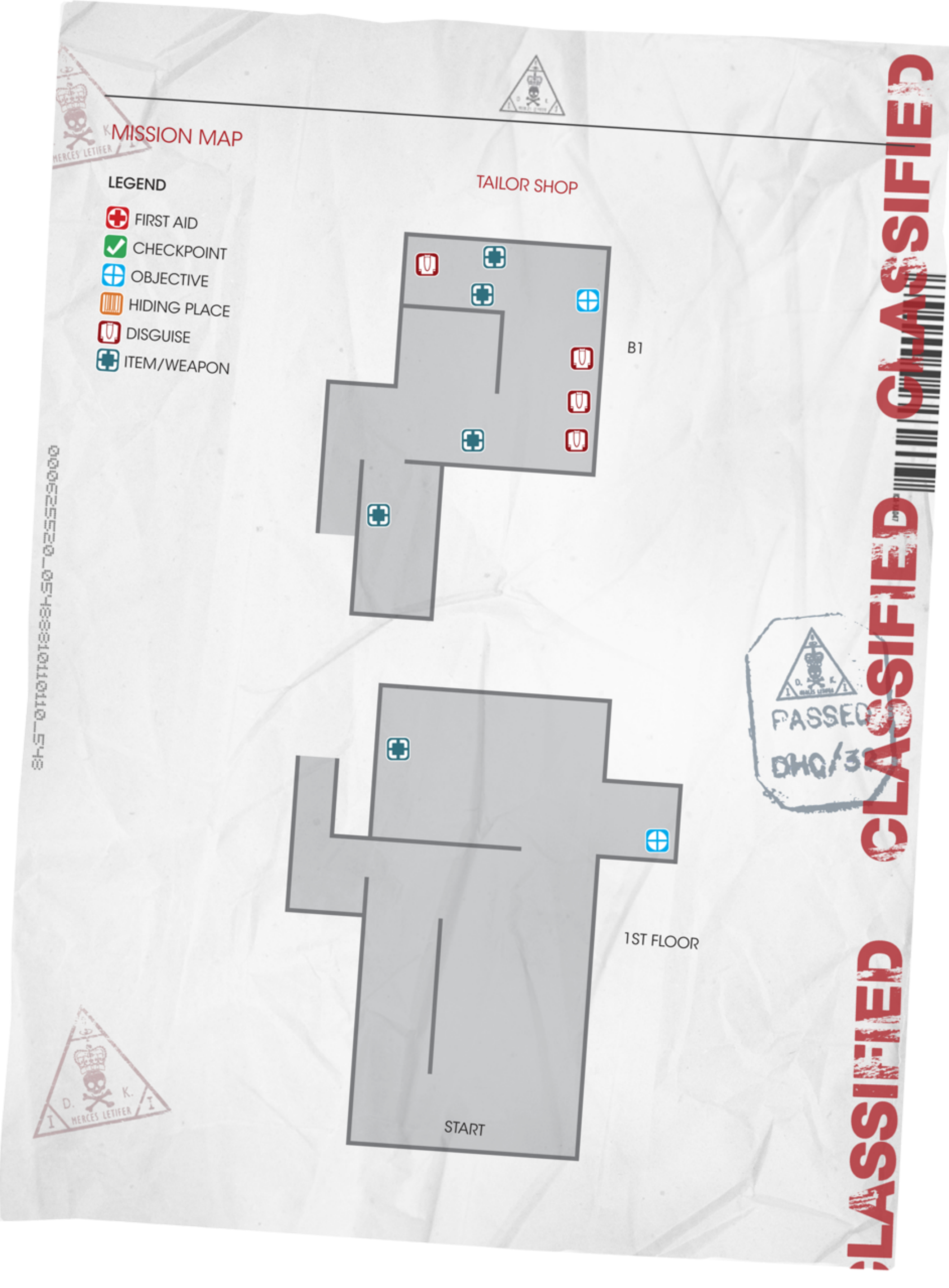
80
Chicago
EAST

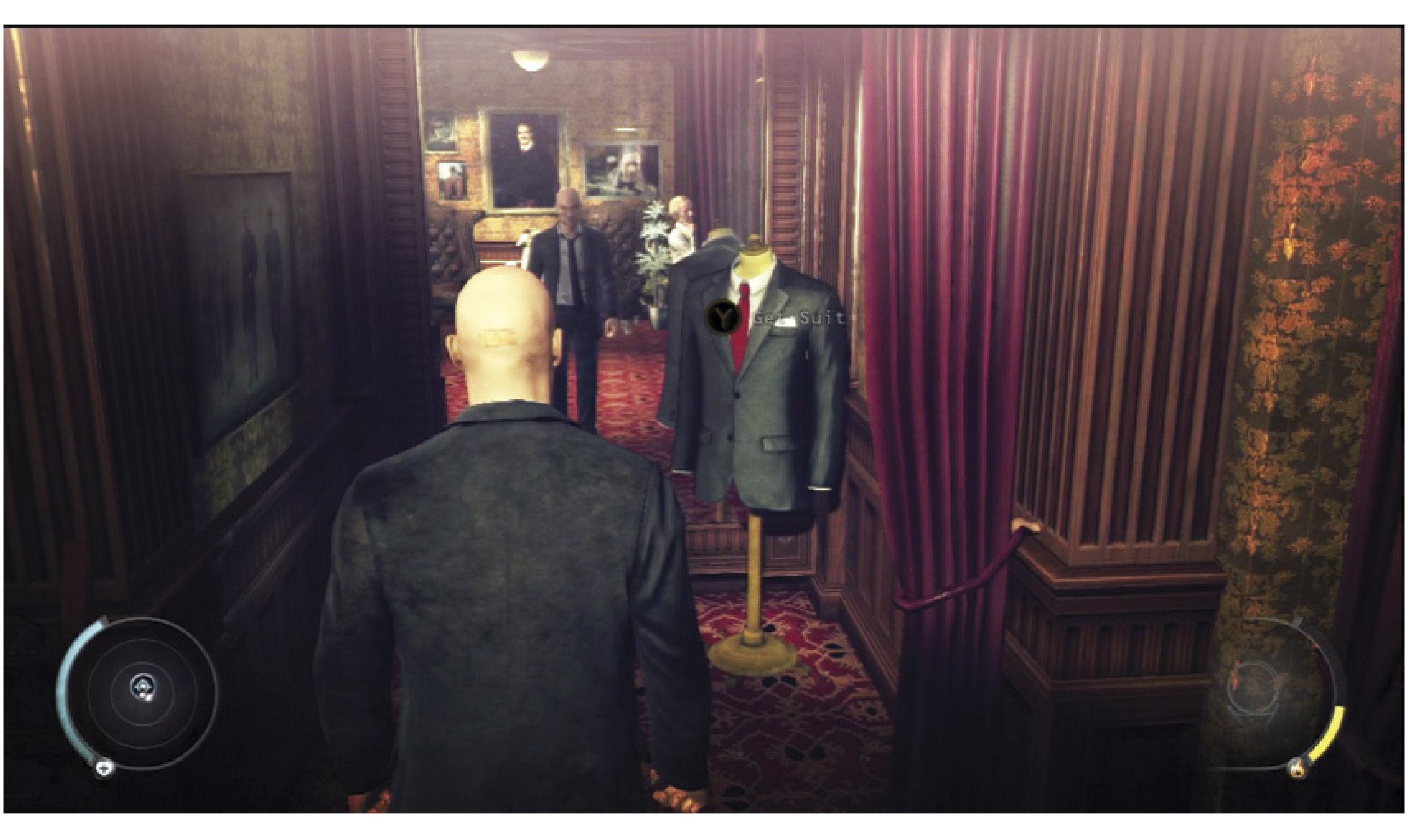


TOMMY CLEMENZA
SARTORIA


MISSION MAP
LEGEND
FIRST AID
CHECKPOINT
OBJECTIVE
HIDING PLACE
DISGUISE
ITEM/WEAPON
TAILOR SHOP
B1
1ST FLOOR
START
CLASSIFIED
CLASSIFIED
CLASSIFIED
PASSED
DHQ/3

Tailor Shop

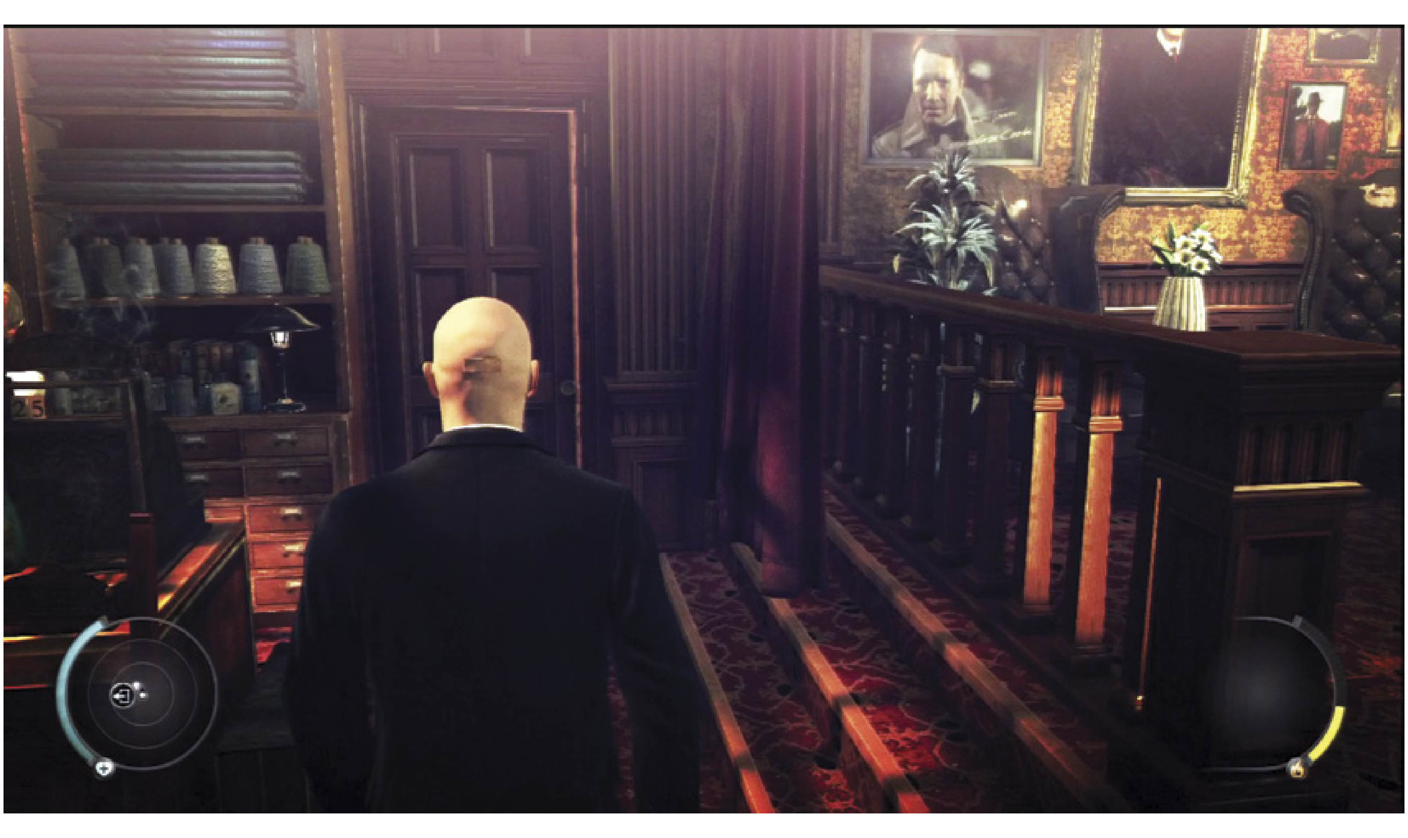
This tailor shop is in Little Italy, Chicago. It belongs to Tommy Clemenza, a long-time ICA supplier. Tommy is a… friend.



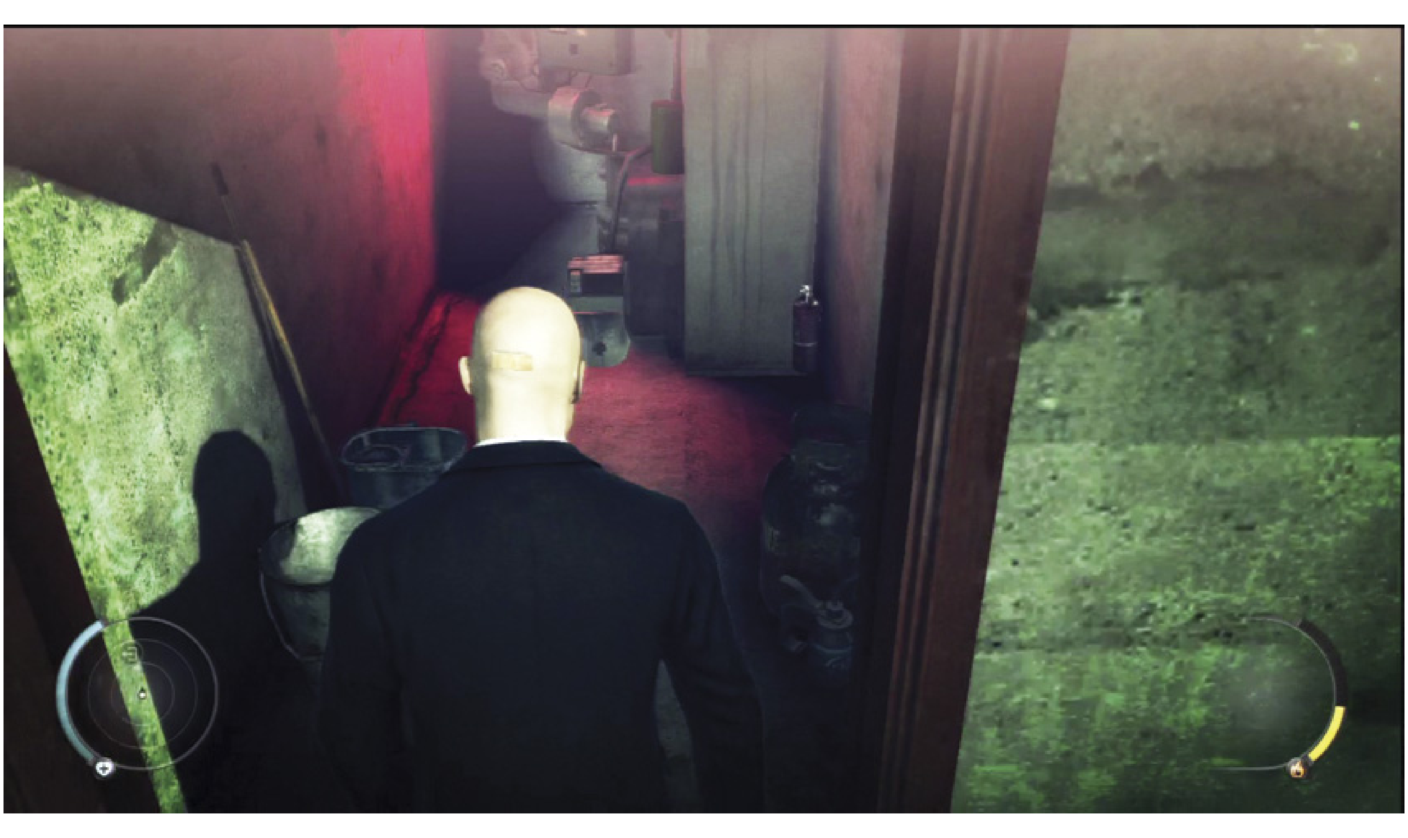
As you enter the tailor shop, Tommy greets you and leads you over to a small alcove containing a brand new suit. Put it on.

Achievements

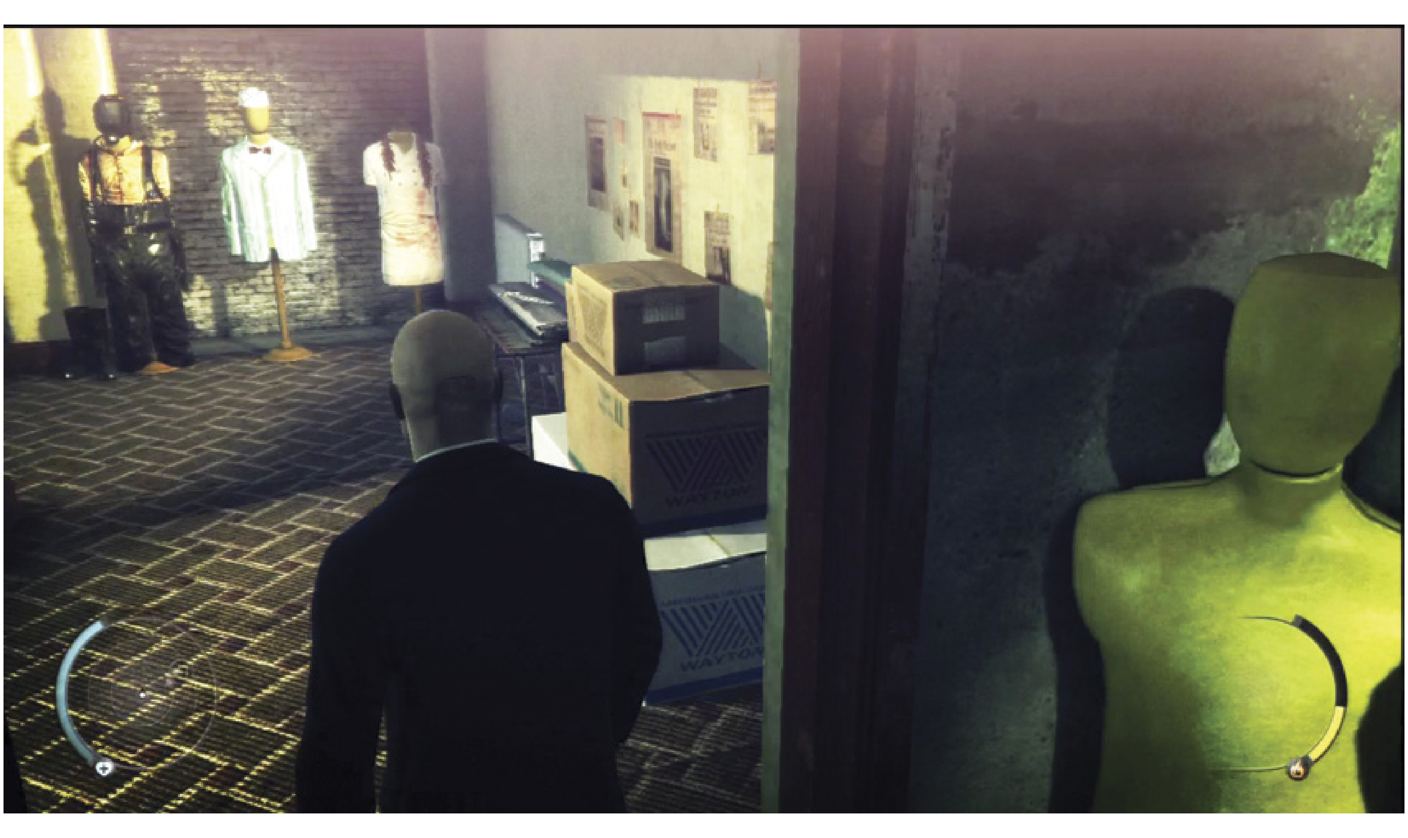
True Form: Visit Tommy Clemenza and acquire your new suit and gloves to earn this award.



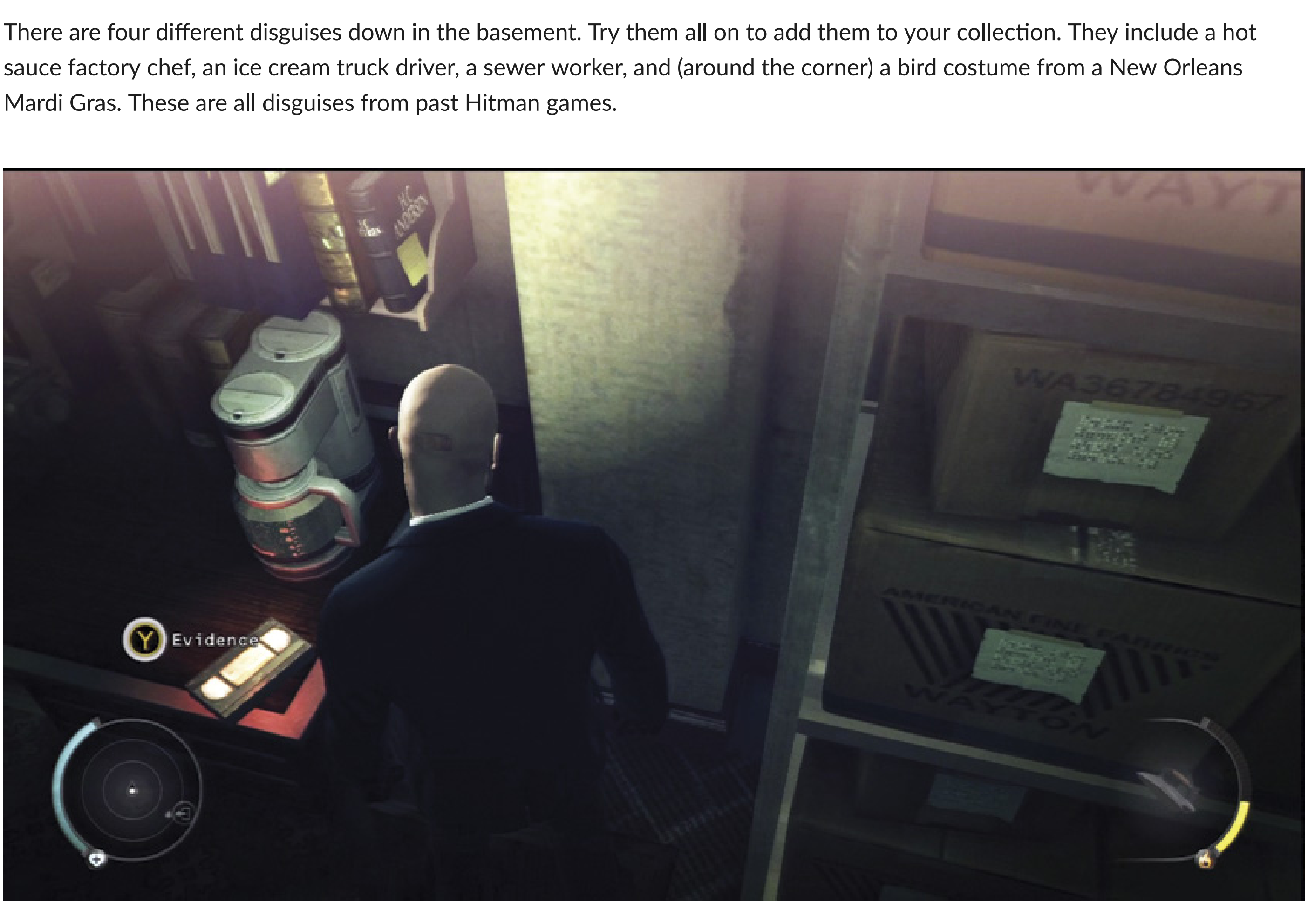
Move through the door behind the front counter. Head down the stairs and into the basement.



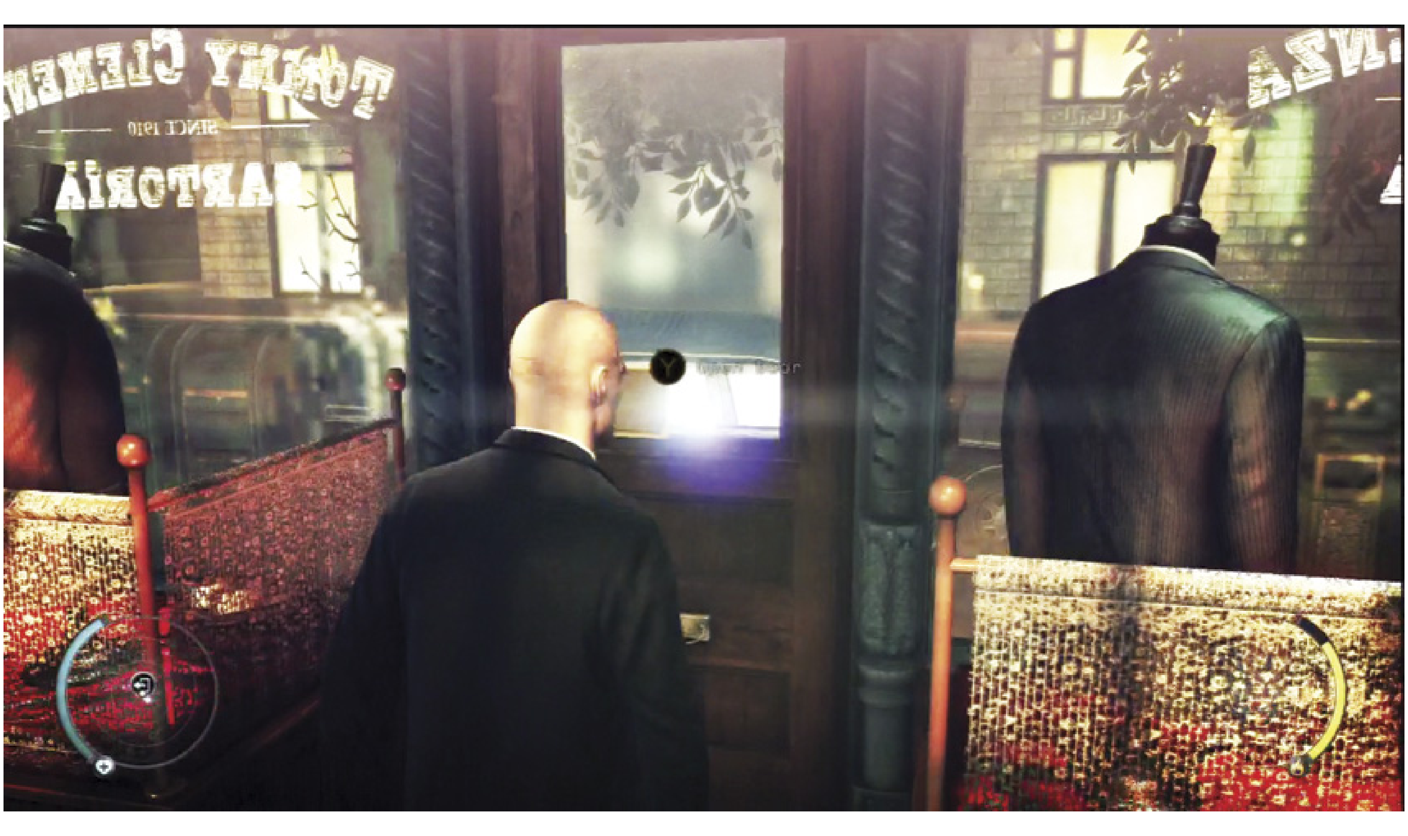
Check the basement's utility area to find a couple of items.



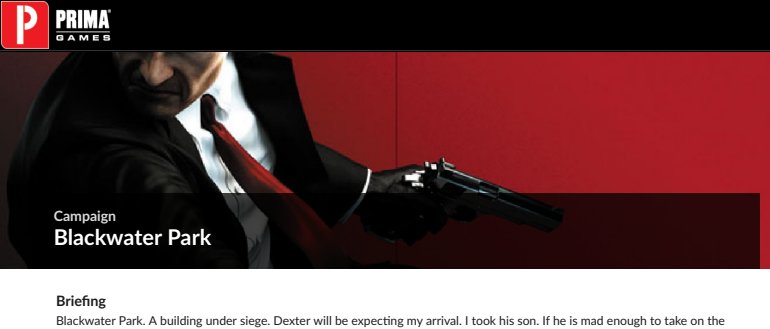
There are four different disguises down in the basement. Try them all on to add them to your collection. They include a hot sauce factory chef, an ice cream truck driver, a sewer worker, and (around the corner) a bird costume from a New Orleans Mardi Gras. These are all disguises from past Hitman games.



Pick up as many items as you can find. There is a statue bust in the shop and a total of seven different items down in the basement.


TOMMY CLEMENZA
SINCE 1910
SARTORIA

Once you have collected all of the disguises and items, return upstairs and exit through the front door to continue to the next level.



Campaign

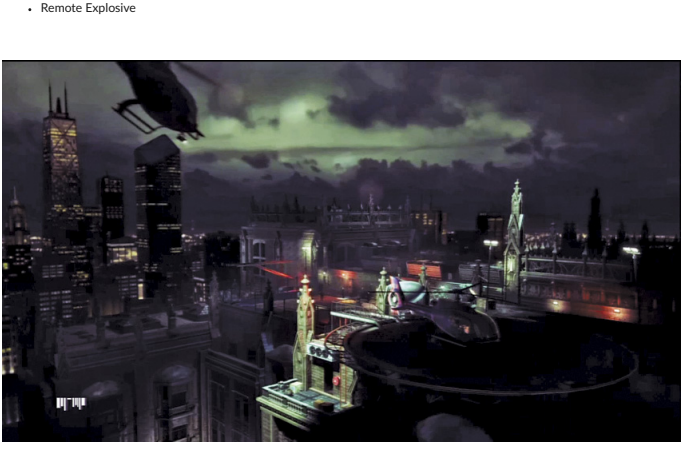
Blackwater Park

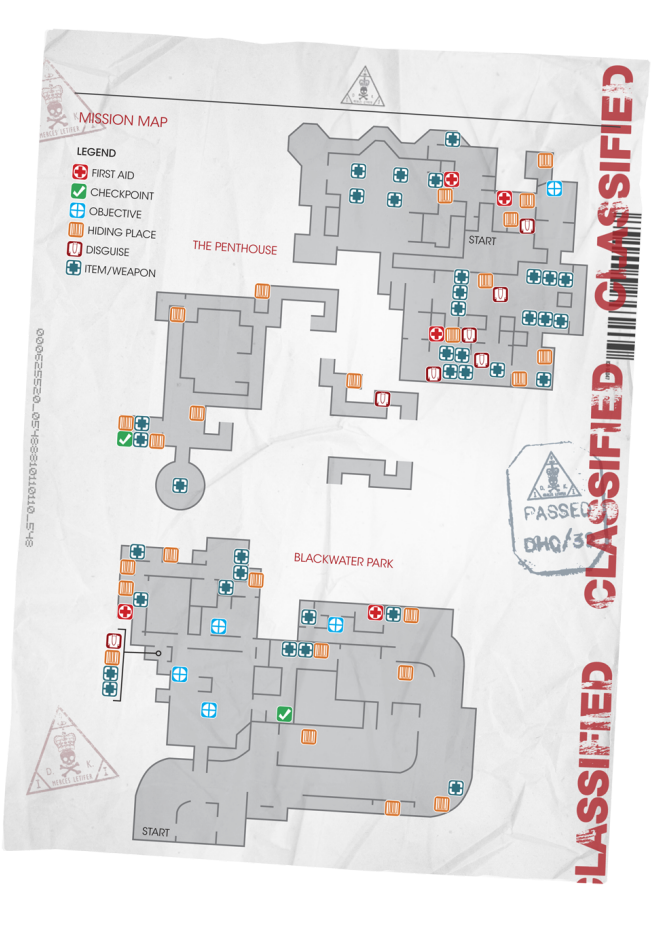
Briefing

Blackwater Park. A building under siege. Dexter will be expecting my arrival. I took his son. If he is mad enough to take on the Agency, would he also sacrifice Victoria to get back at me? I need to be careful. One way or the other, this is where it ends.

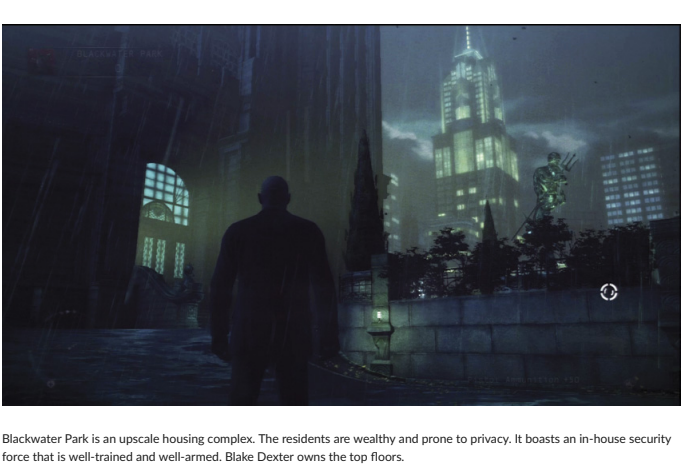
Initial Equipment

- Twin Silverballer Pistols
- Fiberwire
- Remote Explosive





Blackwater Park



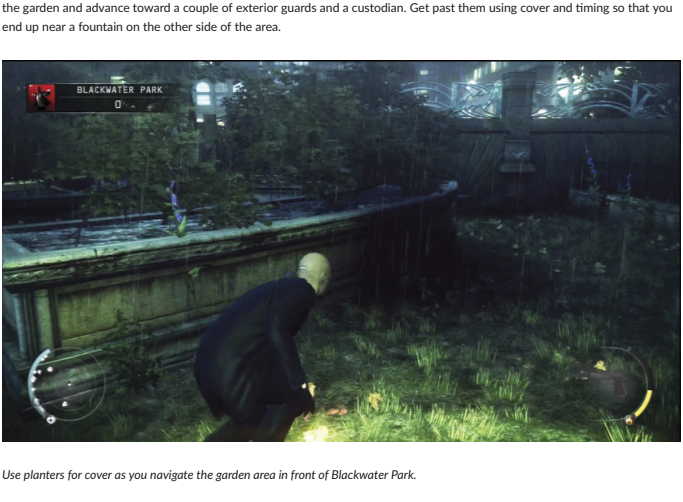
Blackwater Park is an upscale housing complex. The residents are wealthy and prone to privacy. It boasts an in-house security force that is well-trained and well-armed. Blake Dexter owns the top floors.

Infiltrate Blackwater

Blackwater lobby. Wealthy residents means tight security. Building guards roam the area. Avoid confrontation and gain access to Dexter's penthouse.

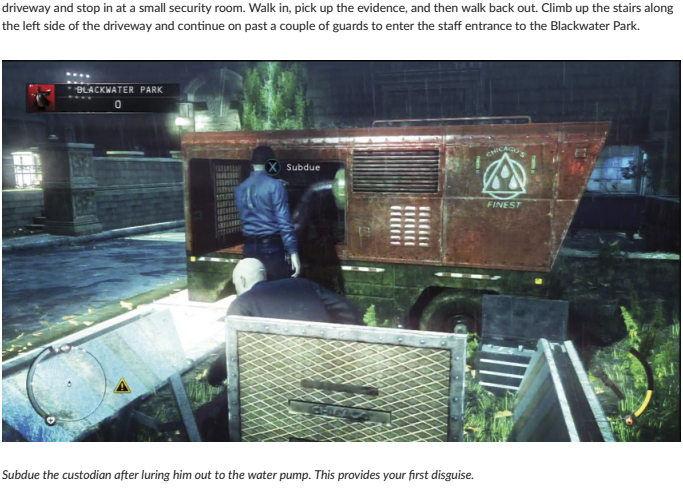
The Deluxe Approach

You begin the level outside of the Blackwater building. If you try to walk in through the front entrance, you hear that the building is on lockdown. Not even residents may enter. You need to find another way in. Start walking past the entrance to the right. When you get to the garden area near the barricades, move into the garden and take cover behind the planters. Stay in the garden and advance toward a couple of exterior guards and a custodian. Get past them using cover and timing so that you end up near a fountain on the other side of the area.

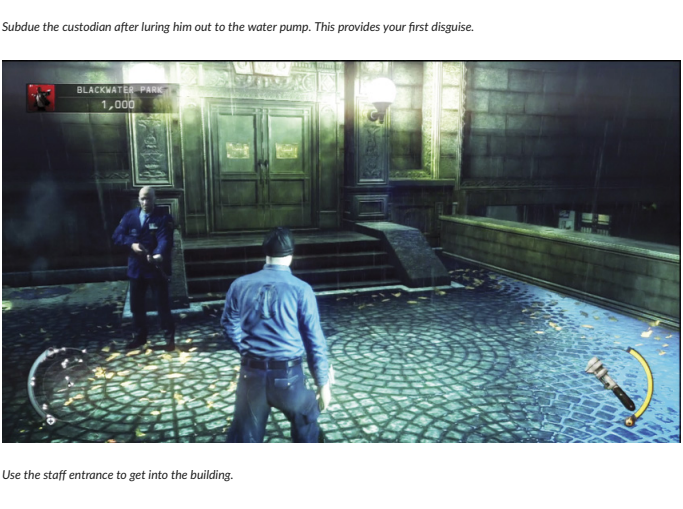


Use planters for cover as you navigate the garden area in front of Blackwater Park.

Continue across the driveway to the far right side of the compound. Look for a large motorized water pump. Pick up the wrench on the nearby light, move up to the pump, and turn it off. Then, hide behind one of the planters to the right and wait. One of the custodians from inside the maintenance building comes out to start it up again. Sneak up behind him and subdue him. Use his outfit as a disguise. To hide the body, drag it over to the nearby hole in the ground and dump it in. Don't go into the maintenance building; there are several custodians in there and you will have to avoid them. Instead, walk along the driveway and stop in at a small security room. Walk in, pick up the evidence, and then walk back out. Climb up the stairs along the left side of the driveway and continue on past a couple of guards to enter the staff entrance to the Blackwater Park.



Subdue the custodian after luring him out to the water pump. This provides your first disguise.



Use the staff entrance to get into the building.

CHALLENGE

Chameleon

In order to complete this challenge, you need to acquire nine different disguises: Blackwater Bodyguard, Blackwater Custodian, Plumber, Blackwater Receptionist, Blackwater Manager, Blackwater Park Interior Guard, Blackwater Park Exterior Guard, Blackwater Tactical Team, and Samurai.

Weapons & Equipment

Blackwater Custodian

This uniform is worn by the custodians at Blackwater Park. It gives you access to all parts of the ground floor except for the security office. Watch out for other custodians.

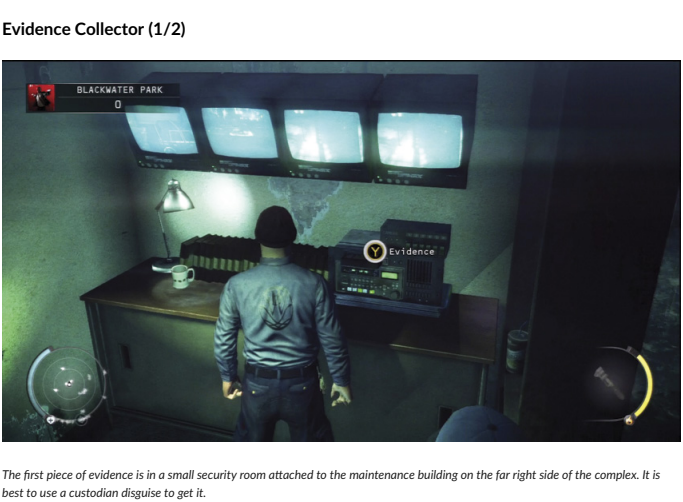
Weapons & Equipment

Blackwater Park Exterior Guard

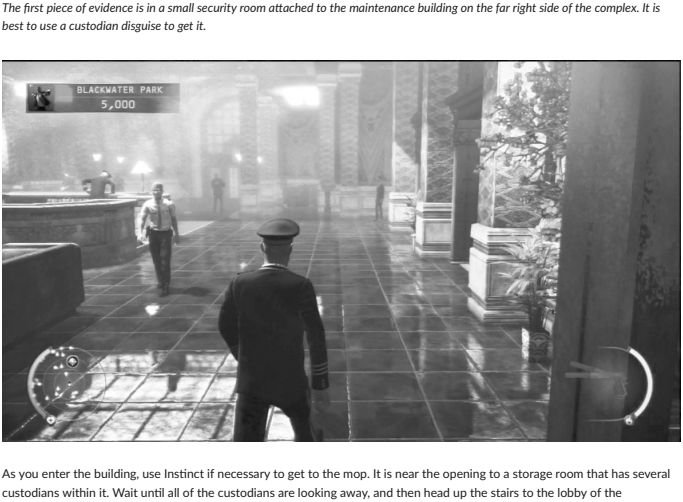
This uniform is worn by the security detail assigned to guard the compound and entrance of Blackwater Park. They are subordinate to (but have no formal connection with) Blake Dexter's security force. This uniform can be obtained in the garden area by distracting a guard using the gasoline can by the generator-powered light.

CHALLENGE

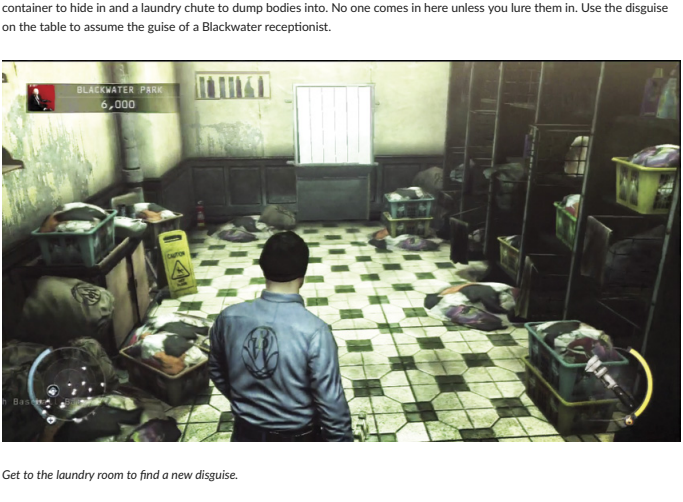
Evidence Collector (1/2)



The first piece of evidence is in a small security room attached to the maintenance building on the far right side of the complex. It is best to use a custodian disguise to get it.



As you enter the building, use Instinct if necessary to get to the mop. It is near the opening to a storage room that has several custodians within it. Wait until all of the custodians are looking away, and then head up the stairs to the lobby of the Blackwater Park. Along the way, save your progress at a checkpoint in the storage room located just before you reach the lobby. Enter the lobby and continue past the front counter until you reach a short hallway to the right of the elevators. Move through the door on the right side of the hallway to enter the laundry room. This is a great place to hole up since there is a container to hide in and a laundry chute to dump bodies into. No one comes in here unless you lure them in. Use the disguise on the table to assume the guise of a Blackwater receptionist.



Get to the laundry room to find a new disguise.

Weapons & Equipment

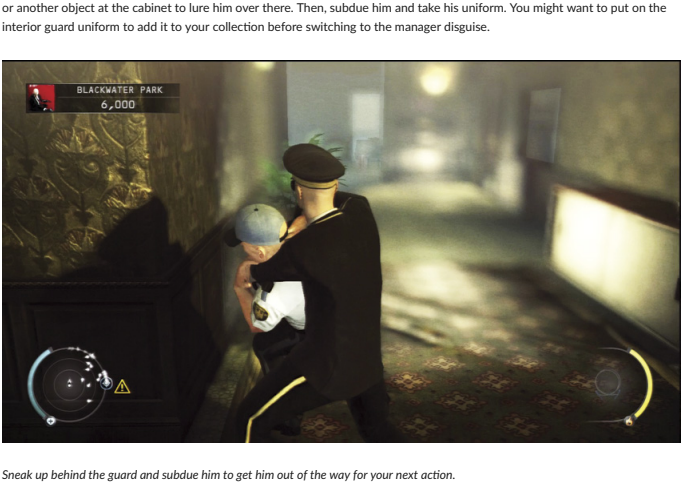
Blackwater Receptionist

This uniform is worn by Blackwater Park receptionists. With this, you can move freely throughout the lobby with the exception of the security room. There are three other receptionists, so try to avoid them. Most of the time they are in the main lobby, the mailbox room, or the conference room.

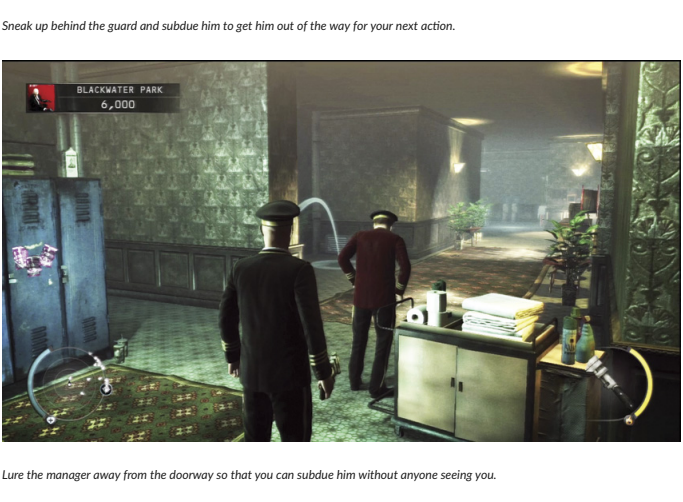
Gain Access to Dexter's Penthouse

Elevator access requires a retinal scan from the building's head of security.

Once you are in your new black uniform, exit the laundry room through the opposite door. Turn to the left. Move through the projection room and on into a locker area. There is a guard in here. If he has his back to you, sneak up and subdue him. Quickly hide the body in the nearby cabinet. If he is not facing away from you, throw your wrench toward the cabinet to lure him over there. Shortly afterwards, the Blackwater manager walks into this area in a maroon version of your uniform. Throw the wrench or another object at the cabinet so that it lures him over there. Then, subdue him and take his uniform. You might want to put on the interior guard uniform to add it to your collection before switching to the manager disguise.



Sneak up behind the guard and subdue him to get him out of the way for your next action.



Lure the manager away from the doorway so that you can subdue him without anyone seeing you.

Weapons & Equipment

Blackwater Park Interior Guard

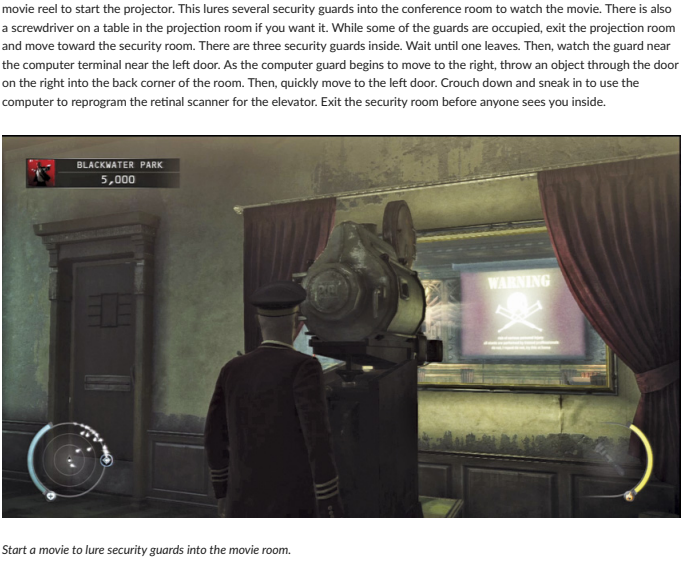
This uniform is worn by the security detail assigned to guard the Blackwater Park lobby. They are subordinate to (but have no formal connection with) Blake Dexter's security force. There are several interior guards inside the lobby, so this is not a very effective disguise.

Weapons & Equipment

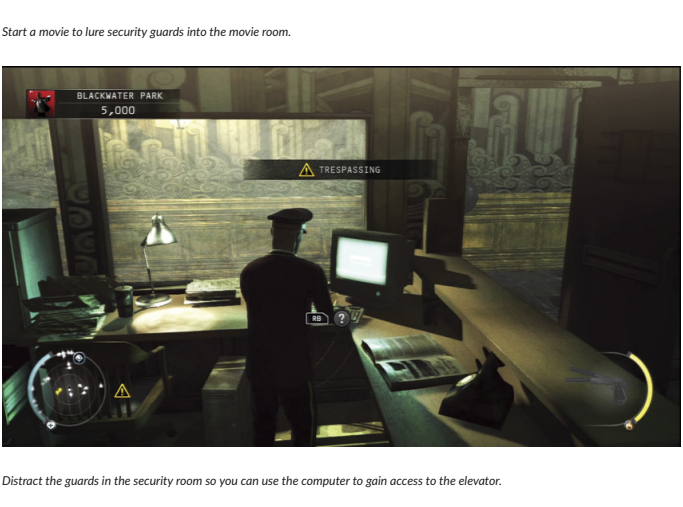
Blackwater Manager

This uniform is worn by the building manager at Blackwater Park. While wearing this, you can go anywhere except the security office. No one can see through it.

Now that you are disguised as the manager, pick up the movie reel on the table across from the cabinet where you have been hiding bodies. Recover your wrench or get another object for future distractions. Backtrack to the projection room and use the movie reel to start the projector. This lures several security guards into the conference room to watch the movie. There is also a screwdriver on a table in the projection room if you want it. While some of the guards are occupied, exit the projection room and move toward the security room. There are three security guards inside. Wait until one leaves. Then, watch the guard near the computer terminal near the left door. As the computer guard begins to move to the right, throw an object through the door on the right into the back corner of the room. Then, quickly move to the left door. Crouch down and sneak in to use the computer to reprogram the retinal scanner for the elevator. Exit the security room before anyone sees you inside.



Start a movie to lure security guards into the movie room.



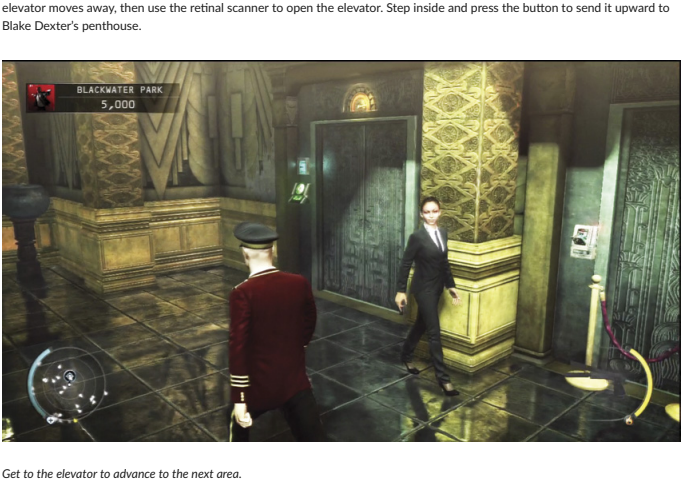
Distract the guards in the security room so you can use the computer to gain access to the elevator.

CHALLENGE

Crash Course

Complete this challenge by showing a movie in the conference room.

Your work down in the lobby is complete. All you need to do is walk over to the elevators. Wait until the security guard by the elevator moves away, then use the retinal scanner to open the elevator. Step inside and press the button to send it upward to Blake Dexter's penthouse.



Get to the elevator to advance to the next area.

CHALLENGE

Hack'n'Backslash

Enter the elevator after using the computer to override the retinal scanner to complete this challenge.

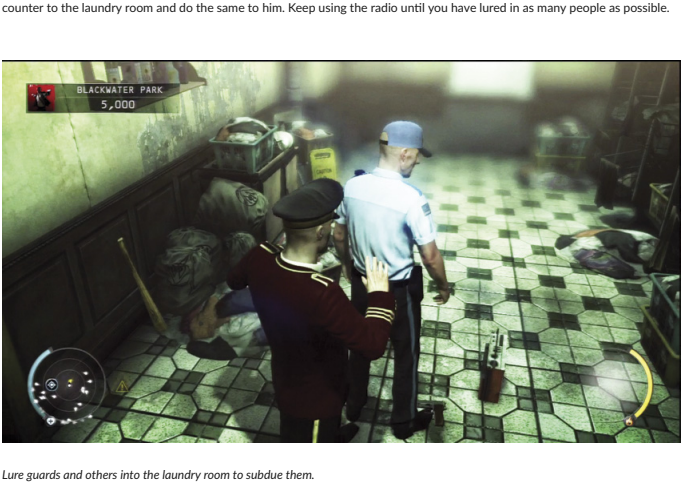
CHALLENGE

You Can Manage

Wear the Blackwater manager disguise when you enter the elevator to complete this challenge.

The Alternate Approach

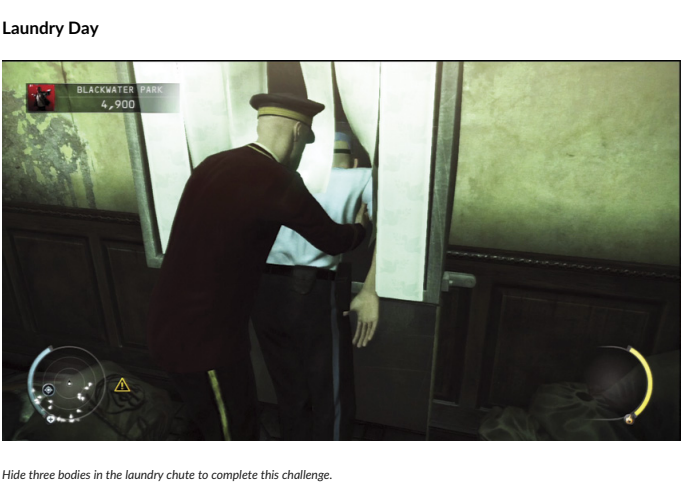
There is another way to access the elevator without reprogramming the security program. You can actually use the retina of the one person in the lobby that can access the penthouse: Head of Security Mia Michaelson. She is the woman dressed in black that moves throughout the lobby ensuring everything is going smoothly. In order to pull this off, you need to clear out the lobby. Go about getting the manager disguise first. Then, find a radio in a room near where you picked up the movie reel. Get the movie going to take care of some of the guards. Head to the laundry room. Play the radio and lure in the security guard by the elevator. Subdue him and dump his body into the laundry chute. Use the radio again to lure the receptionist at the front counter to the laundry room and do the same to him. Keep using the radio until you have lured in as many people as possible.



Lure guards and others into the laundry room to subdue them.

CHALLENGE

Laundry Day

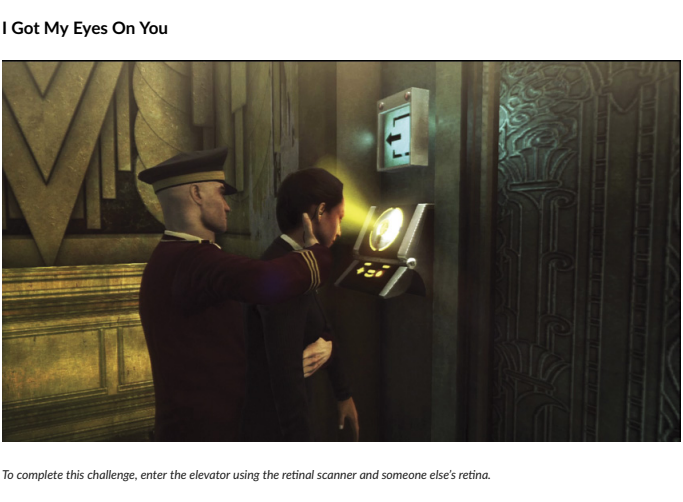


Hide three bodies in the laundry chute to complete this challenge.

Ensure that the security guard in the projection room is neutralized. If he does not come to you because of the radio, go after him. Next, find Mia Michaelson. Lure her away from others using the radio, and then subdue her. Drag her into the laundry room and leave her there. Don't put her into the laundry chute. The next step is to clear out the people near the entrance to the lobby. Lure the security guard into the storage room where the checkpoint is located. Then, use distractions to subdue the two civilians in the lobby. If you want, drag all the bodies to the laundry chute. Clear the lobby, and then get Michaelson and drag her over to the retinal scanner to bring the elevator down to the lobby. Enter it and head to the penthouse.

CHALLENGE

I Got My Eyes On You



To complete this challenge, enter the elevator using the retinal scanner and someone else's retina.

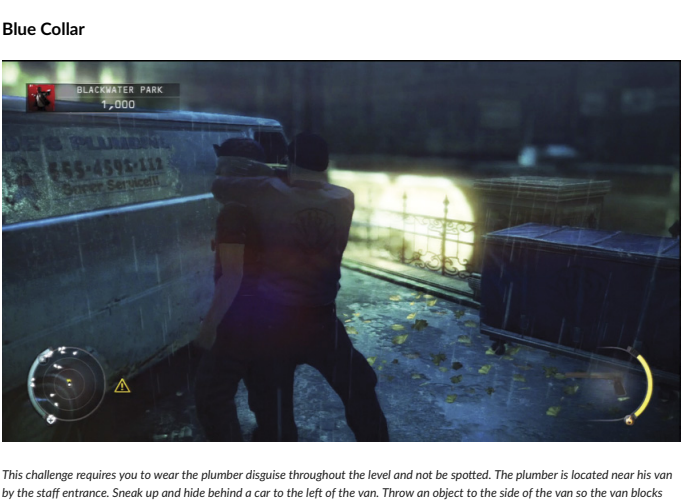
CHALLENGE

Mile High Club

Complete You Can Manage, I Got My Eyes On You, and Hack'n'Backslash to finish this challenge.

CHALLENGE

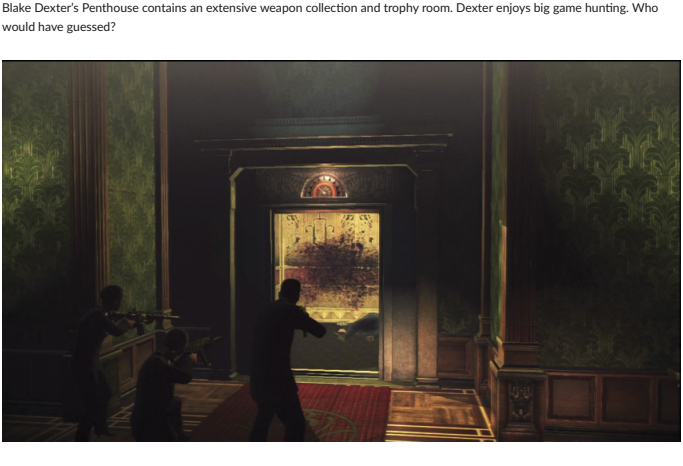
Blue Collar

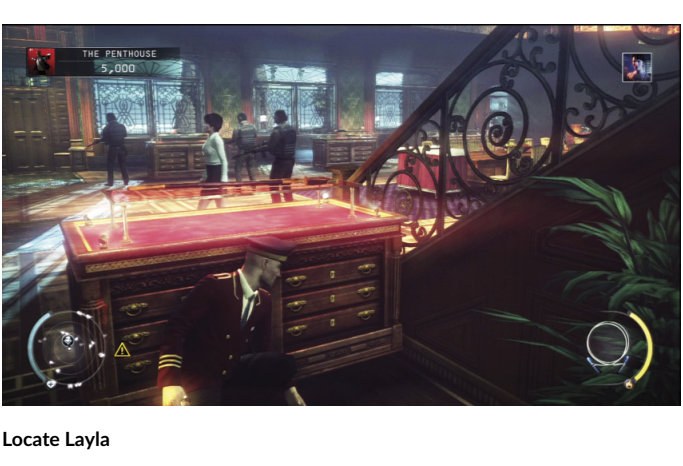


This challenge requires you to wear the plumber disguise throughout the level and not be spotted. The plumber is located near his van by the staff entrance. Sneak up and hide behind a car to the left of the van. Throw an object to the side of the van so he blocks the view of the security guards at the staff entrance. Follow the plumber when he investigates. Subdue him, put on his outfit, and hide the body in the nearby container. Since there is only one plumber, you can go anywhere in the lobby with the exception of the security room. Continue to wear the disguise while in the penthouse until the level is complete. It is a good idea to use one of the penthouse strategies that allow you to complete your objectives without having to walk amongst the guards since your plumber disguise will not cut it.

The Penthouse

Blake Dexter's Penthouse contains an extensive weapon collection and trophy room. Dexter enjoys big game hunting. Who would have guessed?

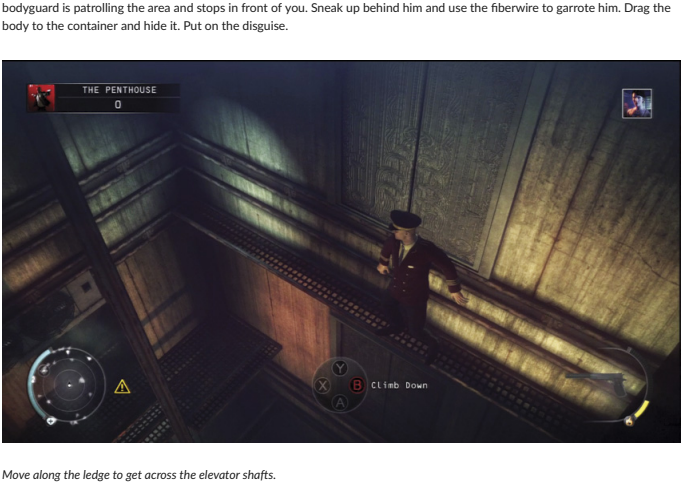




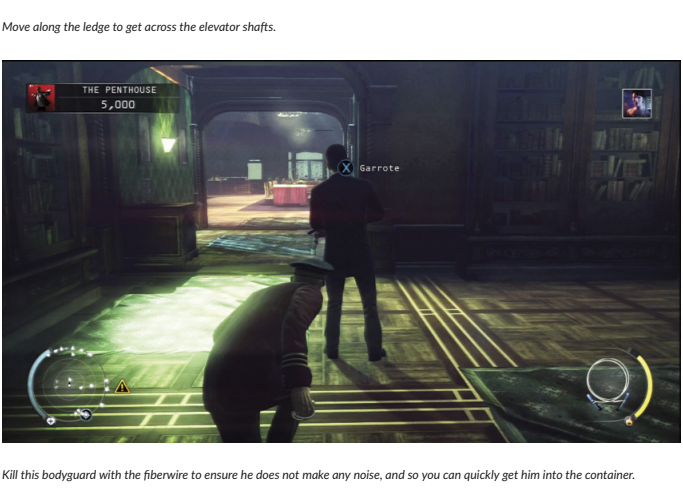
Locate Layla

Layla is Dexter's right hand. Whatever he knows, she knows. You shall have to deal with her before you confront Dexter.

As you ride up the elevator to the penthouse, the elevator stops at a floor and a sushi delivery man steps into the elevator. When you reach the penthouse, you suspect a trap and jump up through the hatch in the ceiling of the elevator to climb up onto the roof. As soon as the elevator doors open, the guards open fire and kill the delivery man. However, you are still alive and on the top of the elevator. Don't go back down into the elevator. There are a lot of guards there. Instead, walk along the ledge past the other elevator shaft and then drop down onto a catwalk. Advance to a door and open it. Stay low and enter the dining room. Take cover behind a counter, and then sneak around the corner to the left and stay by the corner. Layla and her entourage of guards are in the next room. Let them pass. Then, move into the alcove between the stairs and a container. A bodyguard is patrolling the area and stops in front of you. Sneak up behind him and use the fiberwire to garrote him. Drag the body to the container and hide it. Put on the disguise.



Move along the ledge to get across the elevator shafts.



Kill this bodyguard with the fiberwire to ensure he does not make any noise, and so you can quickly get him into the container.

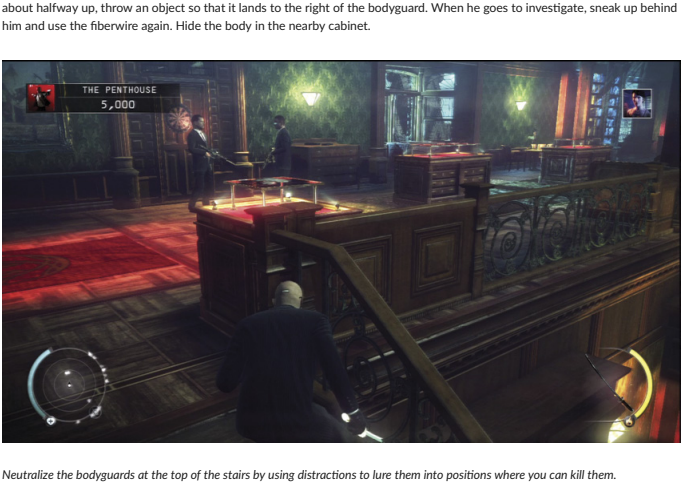
Weapons & Equipment

Blackwater Bodyguard Disguise

This uniform is worn by the close-protection units assigned to Blake Dexter.

Get to the Checkpoint

There is a member of the tactical team standing guard in this room near a display case. Sneak up behind him and garrote him as well. Then, hide the body in a cabinet. Pick up the katana or use another object to lure a bodyguard down from the top of the stairs. Throw it over by the container and hide behind the display case. When the bodyguard comes down, sneak up behind him and garrote him. Hide the body in the container. Now, head up the stairs. There is another bodyguard up there. As you get about halfway up, throw an object so that it lands to the right of the bodyguard. When he goes to investigate, sneak up behind him and use the fiberwire again. Hide the body in the nearby cabinet.



Neutralize the bodyguards at the top of the stairs by using distractions to lure them into positions where you can kill them.

Weapons & Equipment

Blackwater Tactical Team

This uniform is worn by Blake Dexter's personal security force at the Blackwater Park residential building. They are led by the Head of Security, Mia Michaelson. It doesn't matter if you wear the tactical team disguise or the bodyguard disguise; both types of guards can see through either disguise. Stay hidden, use stealth, and be sure you have enough Instinct if you have to move near them.

Tip

The penthouse has lots of rooms and places to hide. If you are spotted and the guards start coming after you, run away and get into a container or air duct without being seen. Then, just stay put. After they search for a while, things will go back to normal.

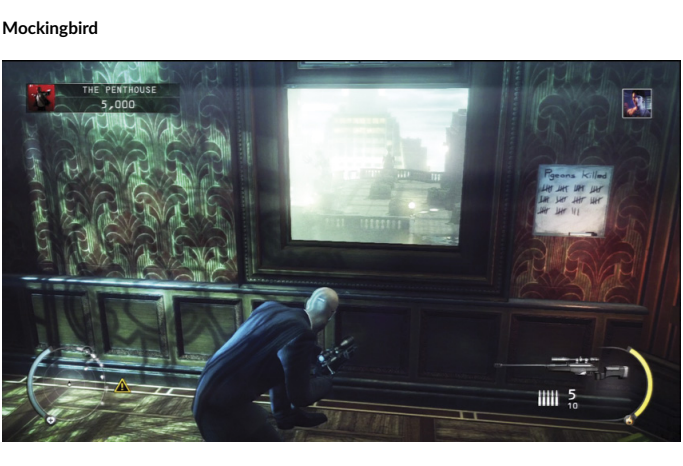
Eliminate Layla

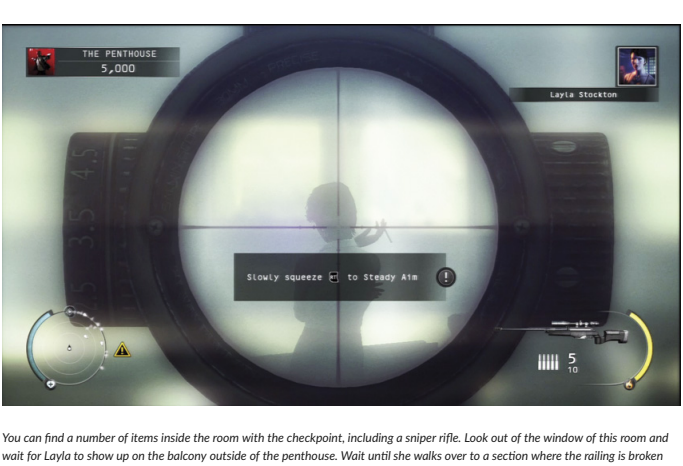
Layla Stockton, 28 years old. Blake Dexter's personal assistant and advisor. Potential non-combatant; combat profile unknown. Likely paired with security forces. Eliminate at all costs.

There are many different ways to kill Layla. Many of them include a challenge for killing her in unique ways.

CHALLENGE

Mockingbird

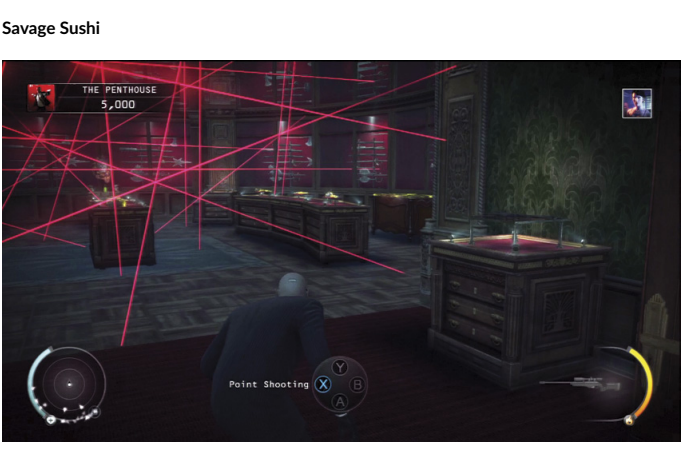


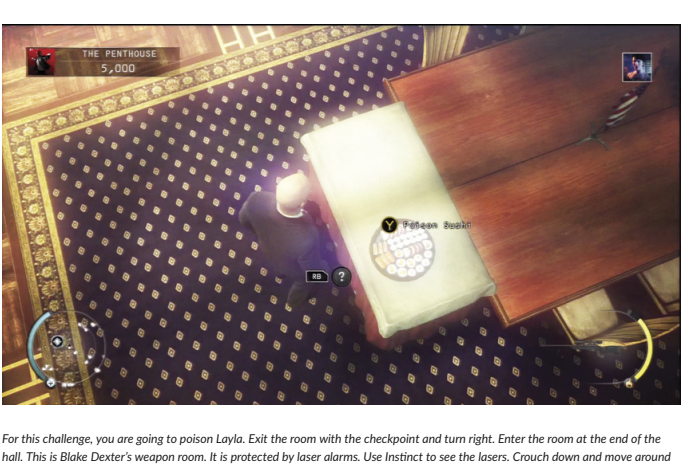


You can find a number of items inside the room with the checkpoint, including a sniper rifle. Look out of the window of this room and wait for Layla to show up on the balcony outside of the penthouse. Wait until she walks over to a section where the railing is broken and begins smoking a cigarette. Then, take a carefully-aimed headshot to kill her. Layla's body falls over the edge and it appears to be an accident since your sniper rifle has a silencer attached.

CHALLENGE

Savage Sushi

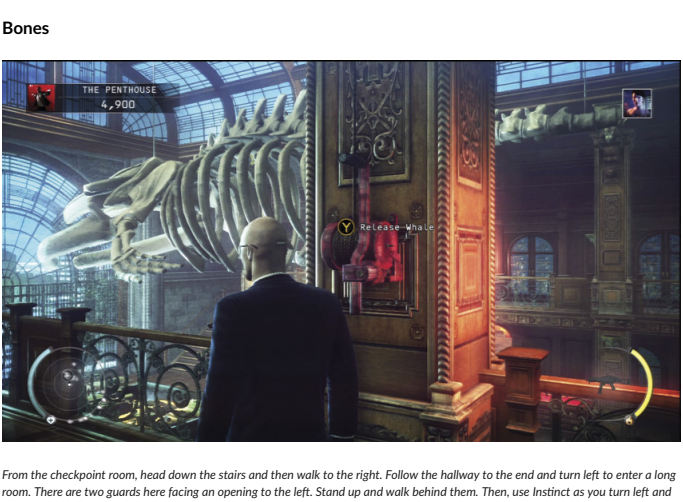




For this challenge, you are going to poison Layla. Exit the room with the checkpoint and turn right. Enter the room at the end of the hall. This is Blake Dexter's weapon room. It is protected by laser alarms. Use Instinct to see the lasers. Crouch down and move around to one side of the room. Watch for moving lasers. Get to the other side and pick up the bottle of U'wa tribe poison. It is an extract from the blue poison frog. Then, carefully make your way back to the door. Pick up weapons in here to add them to your collection. Exit the room and walk straight ahead. Turn to the right when you get to the dining room and pick up a statue bust near the stairs that lead down to the dining room. Throw it to the right of the guard by the stairs. As he goes to investigate, move to the sushi platter at one end of the table and use the poison on it. Then, leave the area before you are spotted. As Layla makes her way around the penthouse, she stops and has a bite of sushi—her last bite.

CHALLENGE

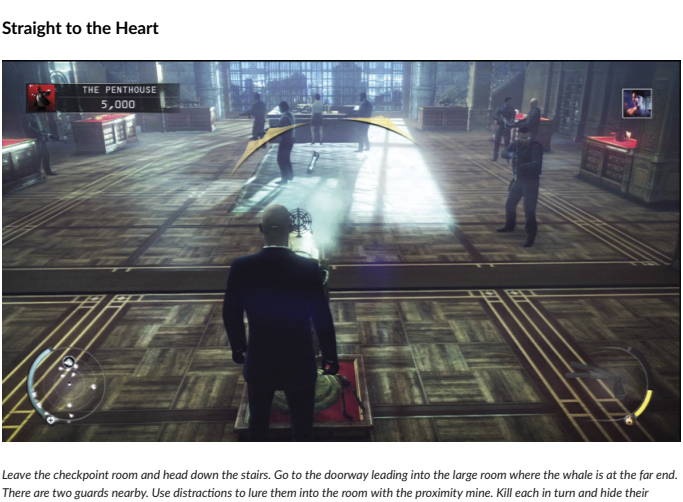
Bones



From the checkpoint room, head down the stairs and then walk to the right. Follow the hallway to the end and turn left to enter a long room. There are two guards here facing an opening to the left. Stand up and walk behind them. Then, use Instinct as you turn left and go up the stairs. Once out of their sight, crouch down and move along the balcony walkway. Head down the stairs and take cover. Switch cover to reach the model of the Dexter Industries factory, and then keep going until you get to the flight of stairs on the other side of the room. Climb up to the balcony walkway and head over to the lever that releases the whale skeleton. Wait there until Layla walks in and looks at the model. Pull the lever to bring the whale crashing down, killing Layla. Again, it looks like an accident.

CHALLENGE

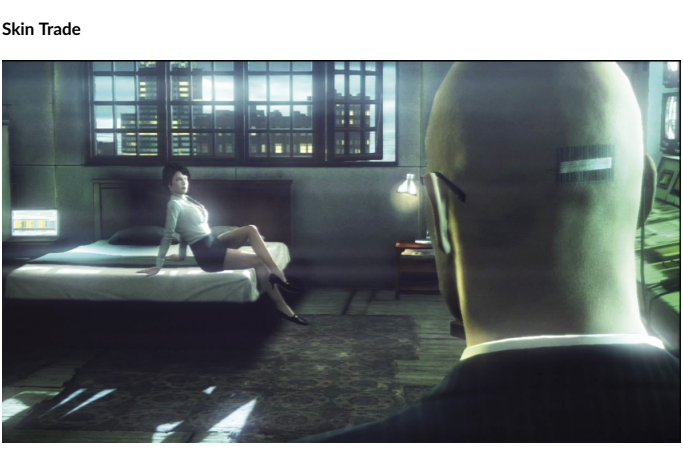
Straight to the Heart

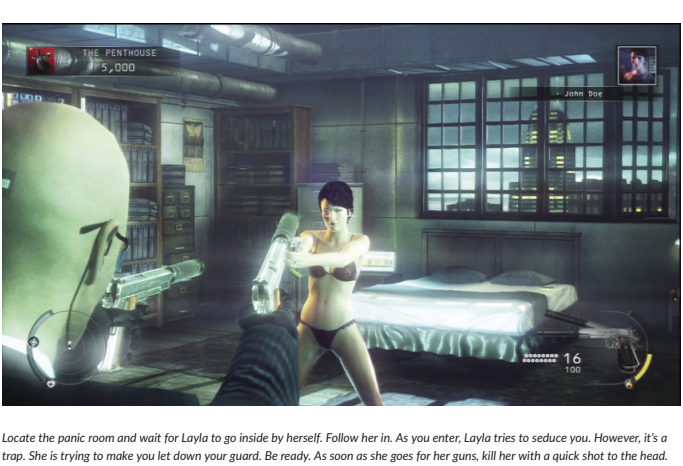


Leave the checkpoint room and head down the stairs. Go to the doorway leading into the large room where the whale is at the far end. There are two guards nearby. Use distractions to lure them into the room with the proximity mine. Kill each in turn and hide their bodies. Then, move to the large room to the right of the room with the whale. Use distractions to neutralize the two guards in here and hide their bodies. Next, move into the whale room and hide behind a pillar near the harpoon gun so that the other guards in the room can't see you. Wait until Layla walks in and looks at the model. Then, make your move. Walk up to the harpoon gun and fire it to kill Layla with the harpoon. Quickly get out of the room and find a place to hide until things die down.

CHALLENGE

Skin Trade

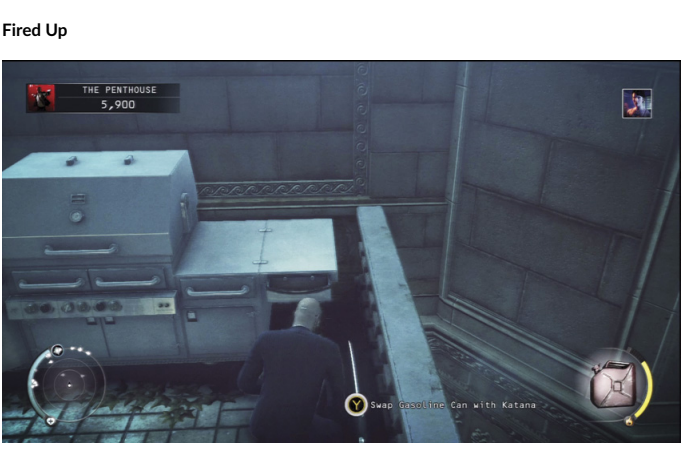


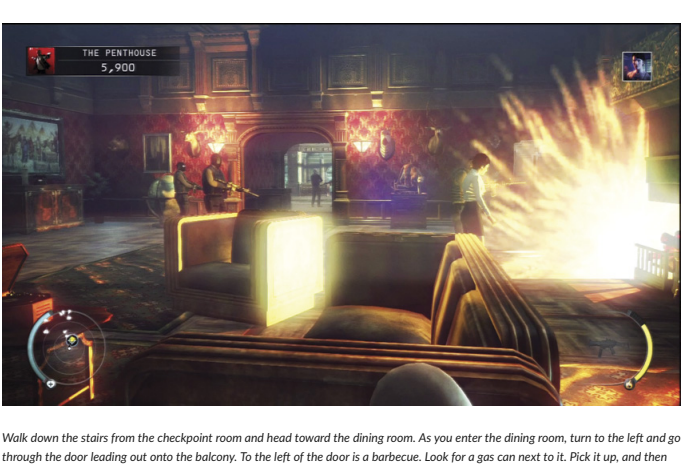


Locate the panic room and wait for Layla to go inside by herself. Follow her in. As you enter, Layla tries to seduce you. However, it's a trap. She is trying to make you let down your guard. Be ready. As soon as she goes for her guns, kill her with a quick shot to the head.

CHALLENGE

Fired Up





Walk down the stairs from the checkpoint room and head toward the dining room. As you enter the dining room, turn to the left and go through the door leading out onto the balcony. To the left of the door is a barbecue. Look for a gas can next to it. Pick it up, and then backtrack through the dining room to the stairs. Continue down the hall and into the long room to the right of the whale room. Move past the two guards to the doors at the end of the room. Make sure no one is inside, and then hide in the container. Wait until Layla and her entourage come into this room and stop for a bit. Quietly climb out of the container, take cover behind a couch, and then throw the gas can so it lands in the fire. The resulting explosion kills Layla. Quickly get out of the room or use point shooting to kill the surviving guards in the room. Get to a hiding spot and wait until things die down.

CHALLENGE

Horn of Plenty

Complete Savage Sushi, Straight To The Heart, Bones, Mockingbird, Fired Up, and Skin Trade to get this challenge.

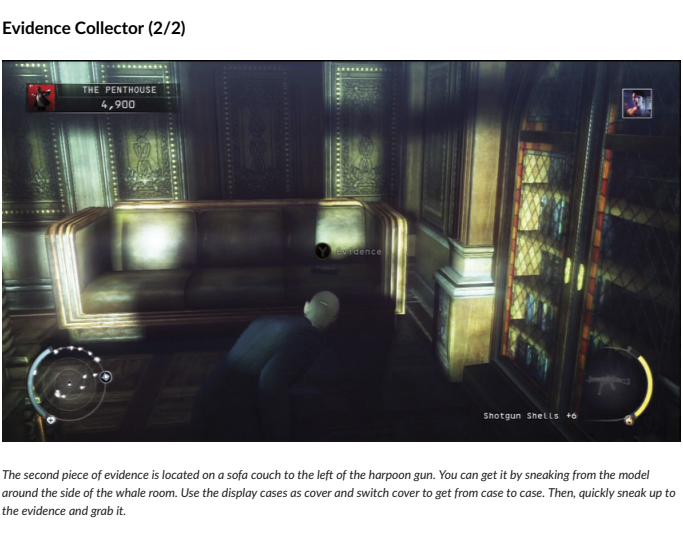
Achievements

Destroying Something Beautiful Assassinate Layla to earn this award.

There are several other challenges you can complete while in the Penthouse.

CHALLENGE

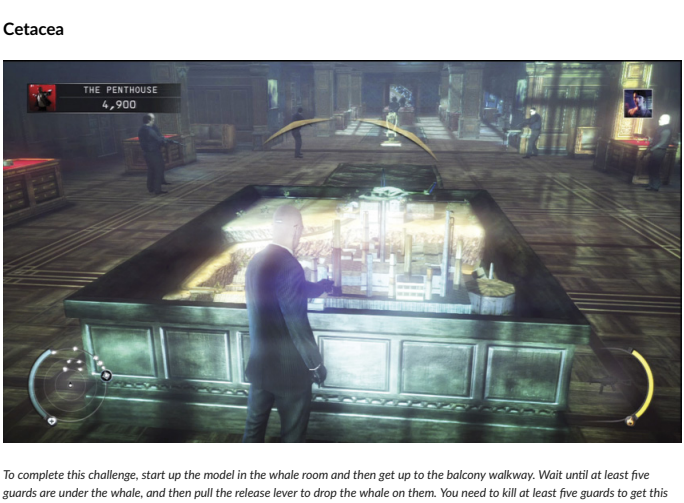
Evidence Collector (2/2)



The second piece of evidence is located on a sofa couch to the left of the harpoon gun. You can get it by sneaking from the model around the side of the whale room. Use the display cases as cover and switch cover to get from case to case. Then, quickly sneak up to the evidence and grab it.

CHALLENGE

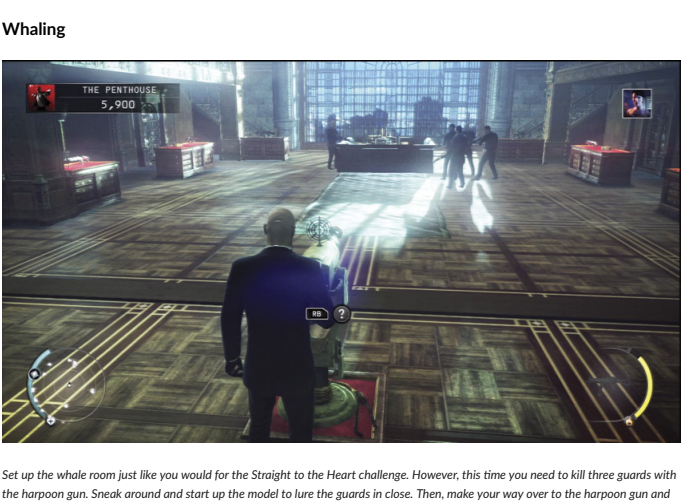
Cetacea



To complete this challenge, start up the model in the whale room and then get up to the balcony walkway. Wait until at least five guards are under the whale, and then pull the release lever to drop the whale on them. You need to kill at least five guards to get this challenge.

CHALLENGE

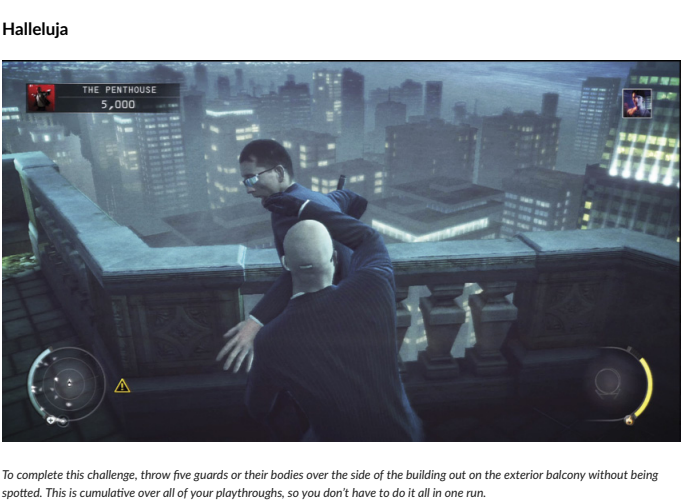
Whaling



Set up the whale room just like you would for the Straight to the Heart challenge. However, this time you need to kill three guards with the harpoon gun. Sneak around and start up the model to lure the guards in close. Then, make your way over to the harpoon gun and fire it to complete the challenge.

CHALLENGE

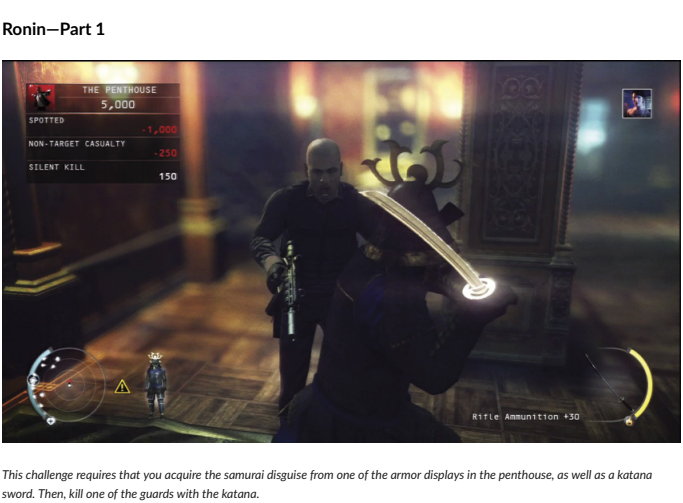
Halleluja



To complete this challenge, throw five guards or their bodies over the side of the building out on the exterior balcony without being spotted. This is cumulative over all of your playthroughs, so you don't have to do it all in one run.

CHALLENGE

Ronin—Part 1



This challenge requires that you acquire the samurai disguise from one of the armor displays in the penthouse, as well as a katana sword. Then, kill one of the guards with the katana.

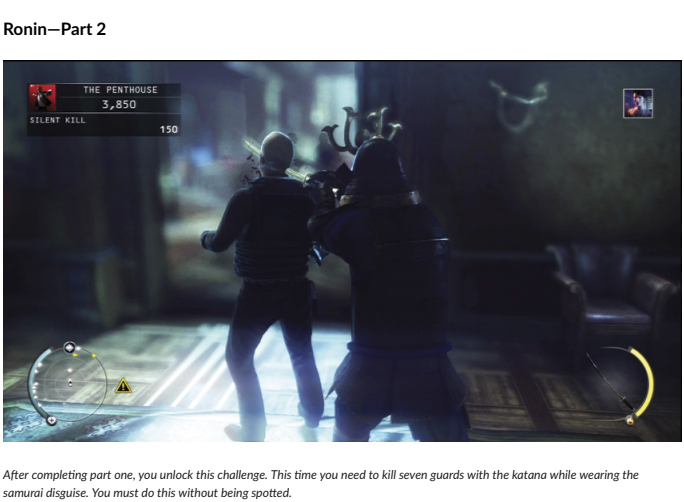
Weapons & Equipment

Samurai

This ancient Japanese armor is from the Heian period. It was constructed using leather and iron. It is on display in Blake Dexter's trophy room. While you are automatically suspect if seen wearing this, you can hide in plain sight at the armor stands in various parts of the penthouse.

CHALLENGE

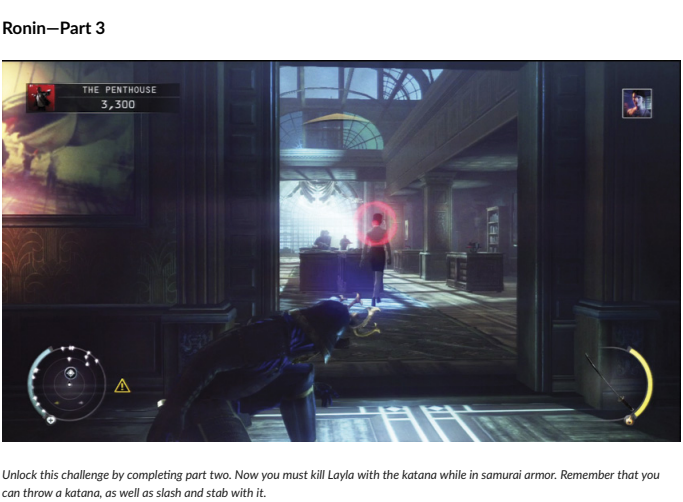
Ronin—Part 2



After completing part one, you unlock this challenge. This time you need to kill seven guards with the katana while wearing the samurai disguise. You must do this without being spotted.

CHALLENGE

Ronin—Part 3

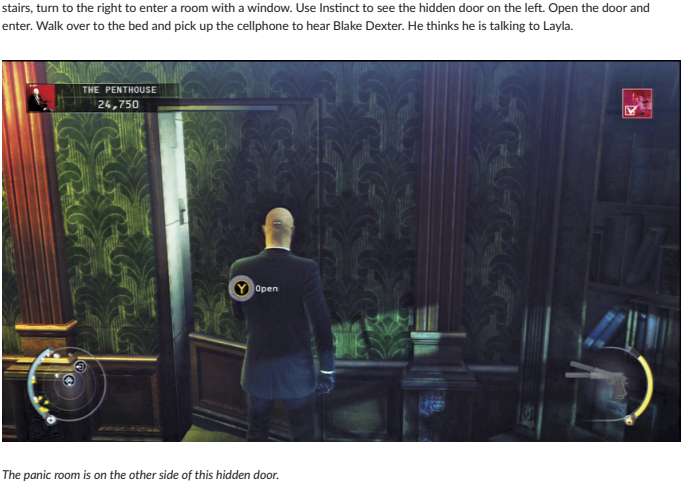


Unlock this challenge by completing part two. Now you must kill Layla with the katana while in samurai armor. Remember that you can throw a katana, as well as slash and stab with it.

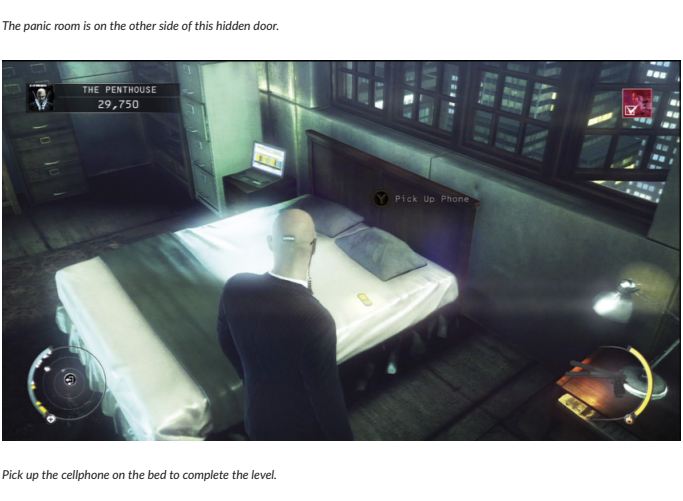
Find the Panic Room

Dexter is on the roof with Victoria. The only way up is through the back exit of the panic room. He will be planning his retreat. You cannot allow him to escape from you again.

Once you have killed Layla, you need to get to the panic room. From the whale room's upper balcony on the left side (where you pull the lever to drop the whale), follow the walkway to another room and head down the stairs. At the bottom of the stairs, turn to the right to enter a room with a window. Use Instinct to see the hidden door on the left. Open the door and enter. Walk over to the bed and pick up the cellphone to hear Blake Dexter. He thinks he is talking to Layla.



The panic room is on the other side of this hidden door.



Pick up the cellphone on the bed to complete the level.

CHALLENGE

Hit Him Where It Hurts

Eliminate Layla and complete the level to get this challenge.

CHALLENGE

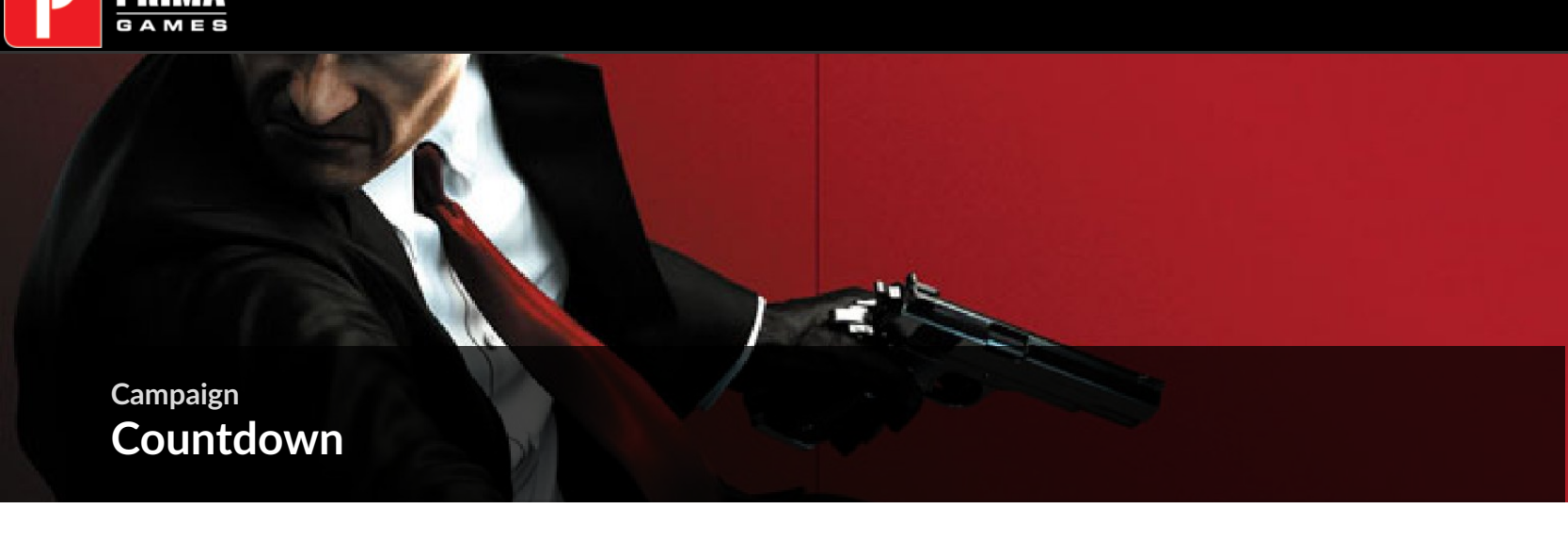
Suit Only

This level is tough to complete in just your suit. You will need to use a lot of distractions, and you will have to subdue or kill several people to get through the lobby and into the elevator. Then, when you are in the penthouse, the easiest way complete this level is to kill Layla with the sniper rifle as described in the Mockingbird challenge. After that, sneak through the penthouse to get to the panic room.

CHALLENGE

Mastery: Blackwater Park

Complete all of the challenges for this level to get this final challenge.



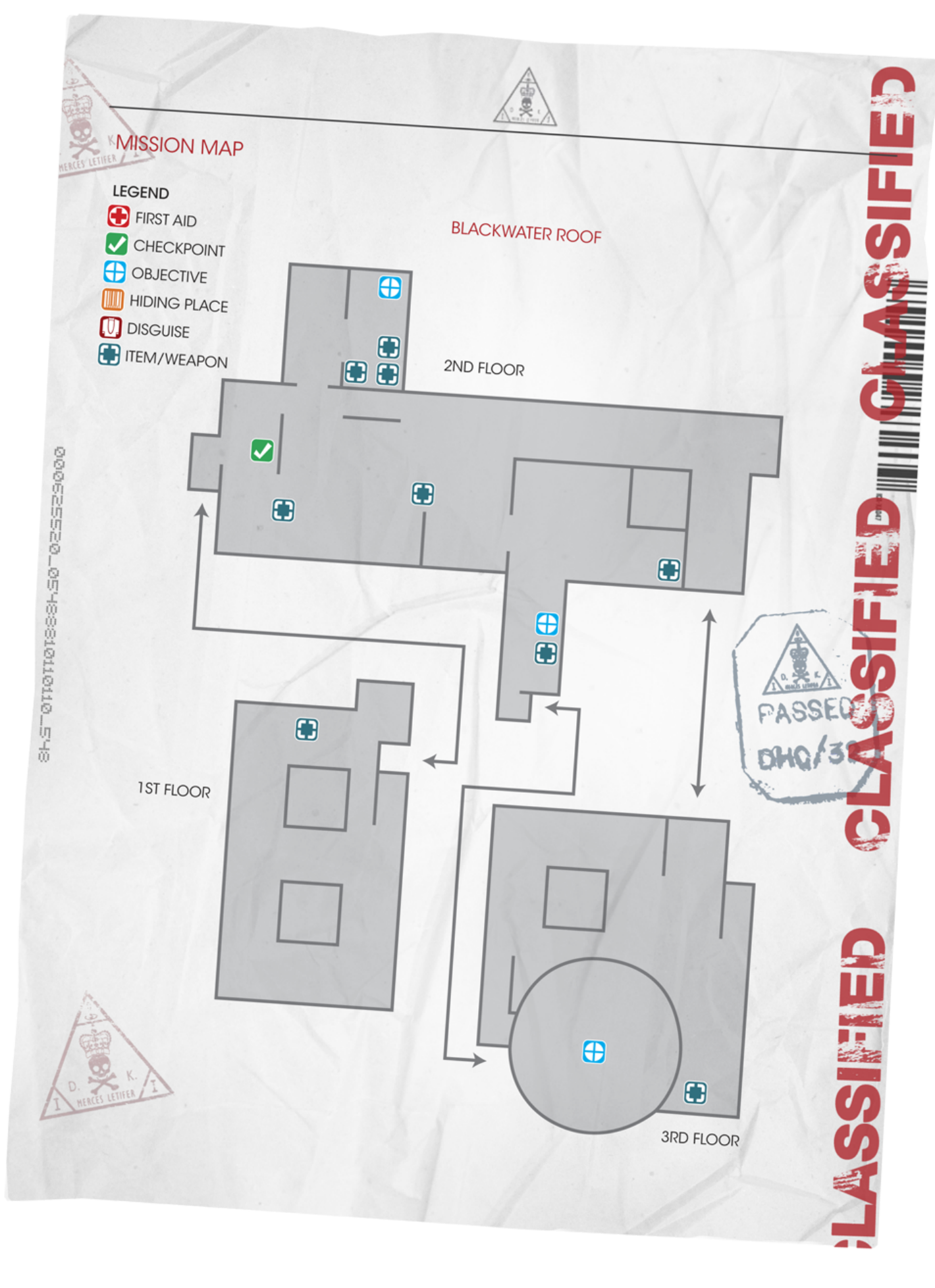
Campaign

Countdown

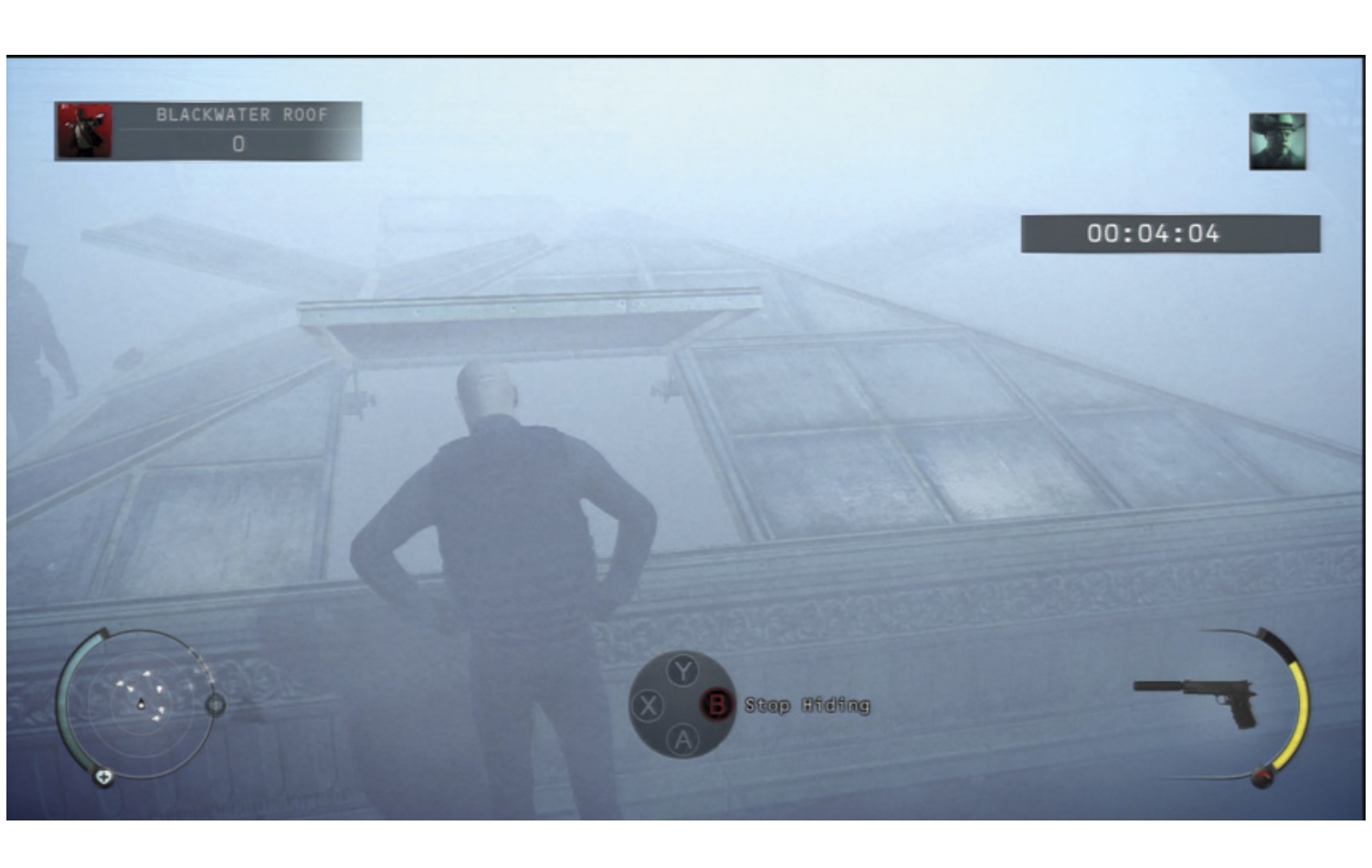
Briefing
Blake Dexter. He will destroy the building and sacrifice his own men in a heartbeat before giving up Victoria. The only thing keeping him from leaving is Layla. I have to take him down before he realizes she will not be coming back. This man is utterly ruthless. He will stop at nothing to get what he wants. I guess we have that in common.

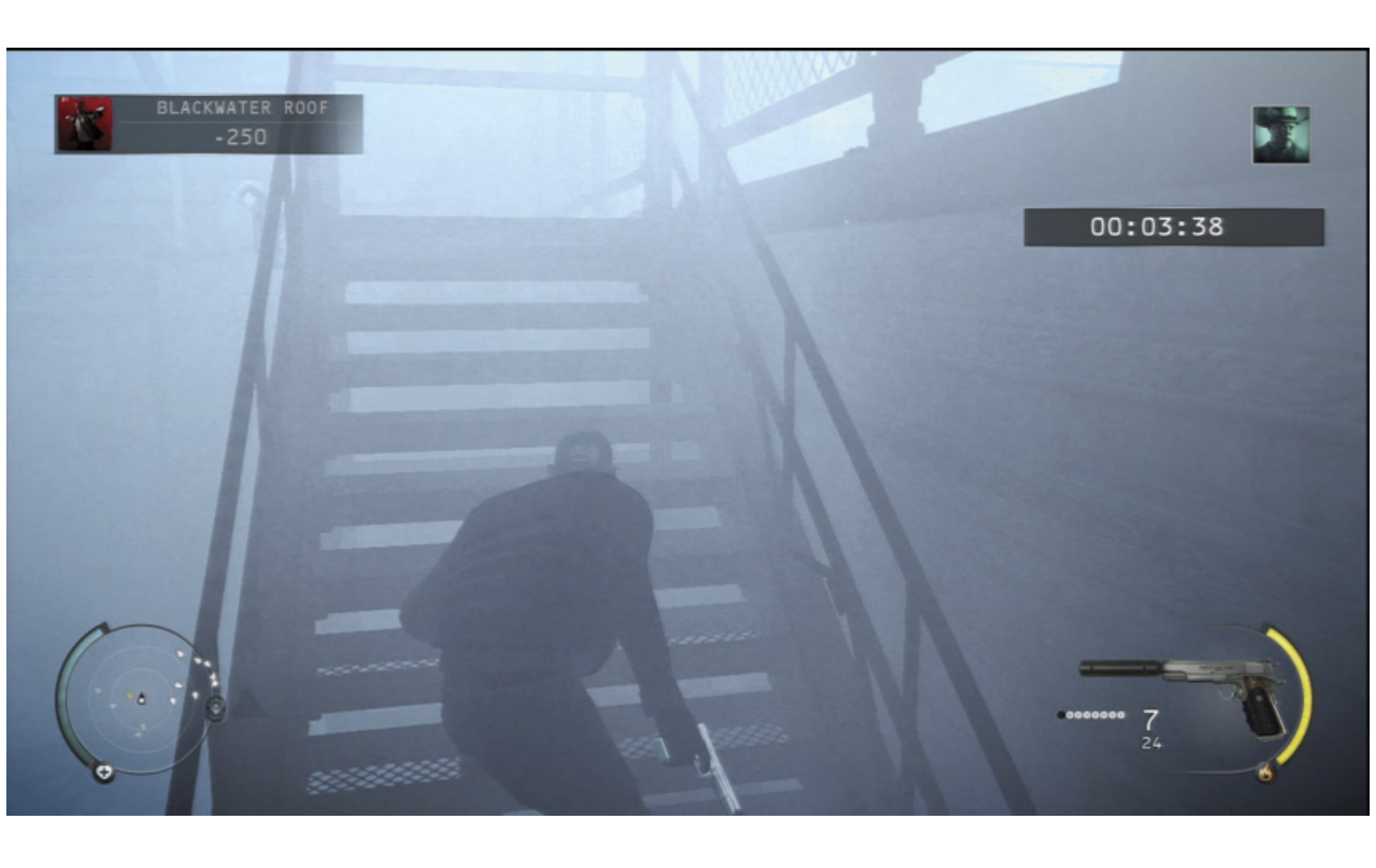
Initial Equipment

- Twin Silverballer Pistols
- Fiberwire


LEGEND
FIRST AID
CHECKPOINT
OBJECTIVE
HIDING PLACE
DISGUISE
ITEM/WEAPON
BLACKWATER ROOF
2ND FLOOR
1ST FLOOR
3RD FLOOR
CLASSIFIED
PASSED
000625520_05488810110110_548

Blackwater Roof
Blackwater Park rooftop. A helipad platform is up ahead. It is heavily patrolled by Dexter security and is booby trapped.

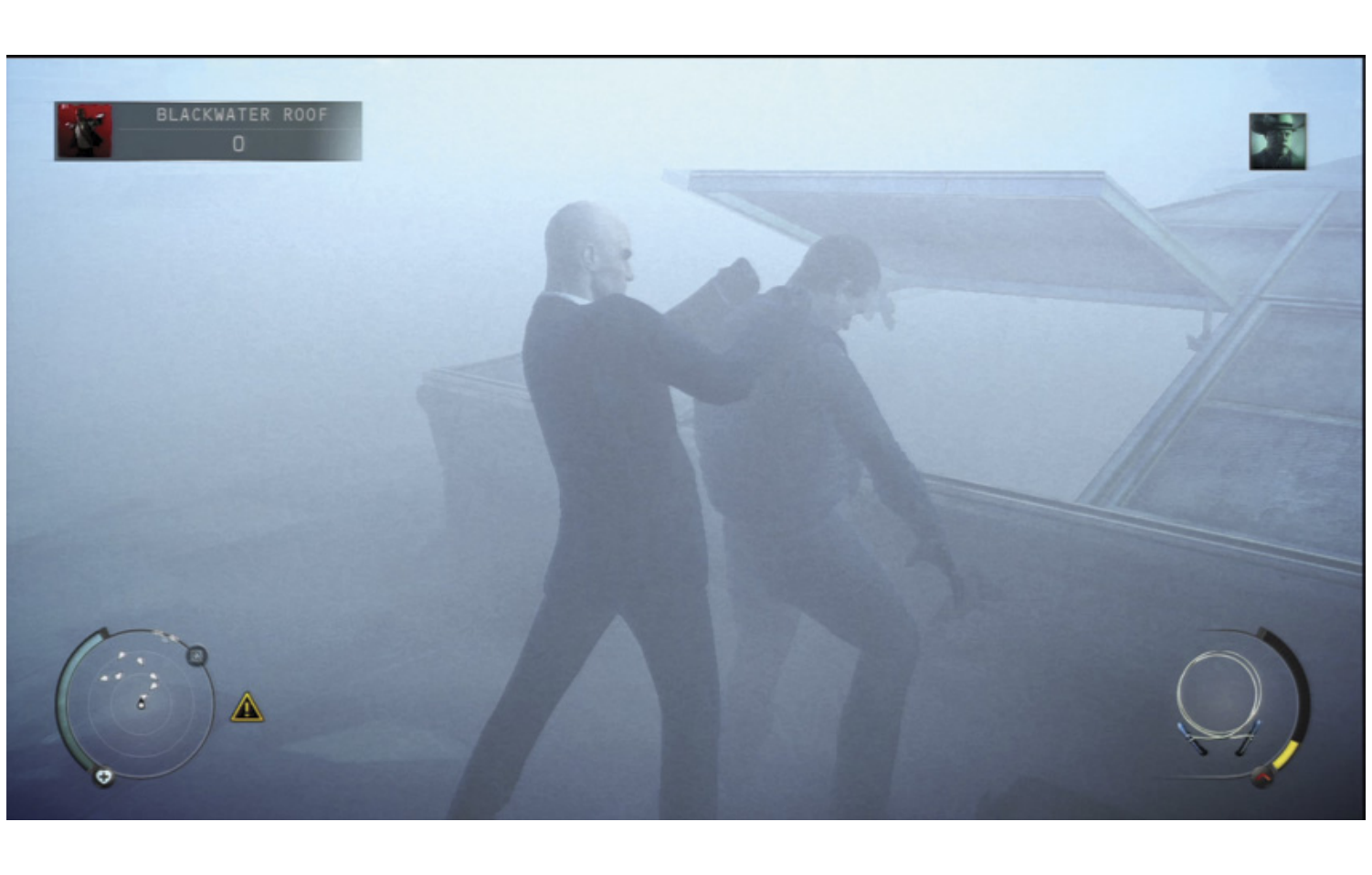

BLACKWATER ROOF
0
00:04:04
Stop Hiding


BLACKWATER ROOF
-250
00:03:38
7
24

Eliminate Blake Dexter

Blake Dexter, 56 years old, 5'3", 170 lbs. CEO of Dexter Industries. Highly resourceful, adaptive, and remorseless. Dexter commands considerable security forces. Get in close to eliminate. Victoria's life is at stake.

This is a tough level. Dexter's men are planting charges on the roof and getting ready to blow the building. Once the charges are set, you only have 5 minutes to get Dexter before the buildings blow. The visibility on the rooftop is poor, but you can see better if you use Instinct. At the start, switch to your fiberwire and move to the first guard on the left who is planting an explosive on a skylight. Once he is down, take his uniform to get the one and only disguise for this level.


BLACKWATER ROOF
0

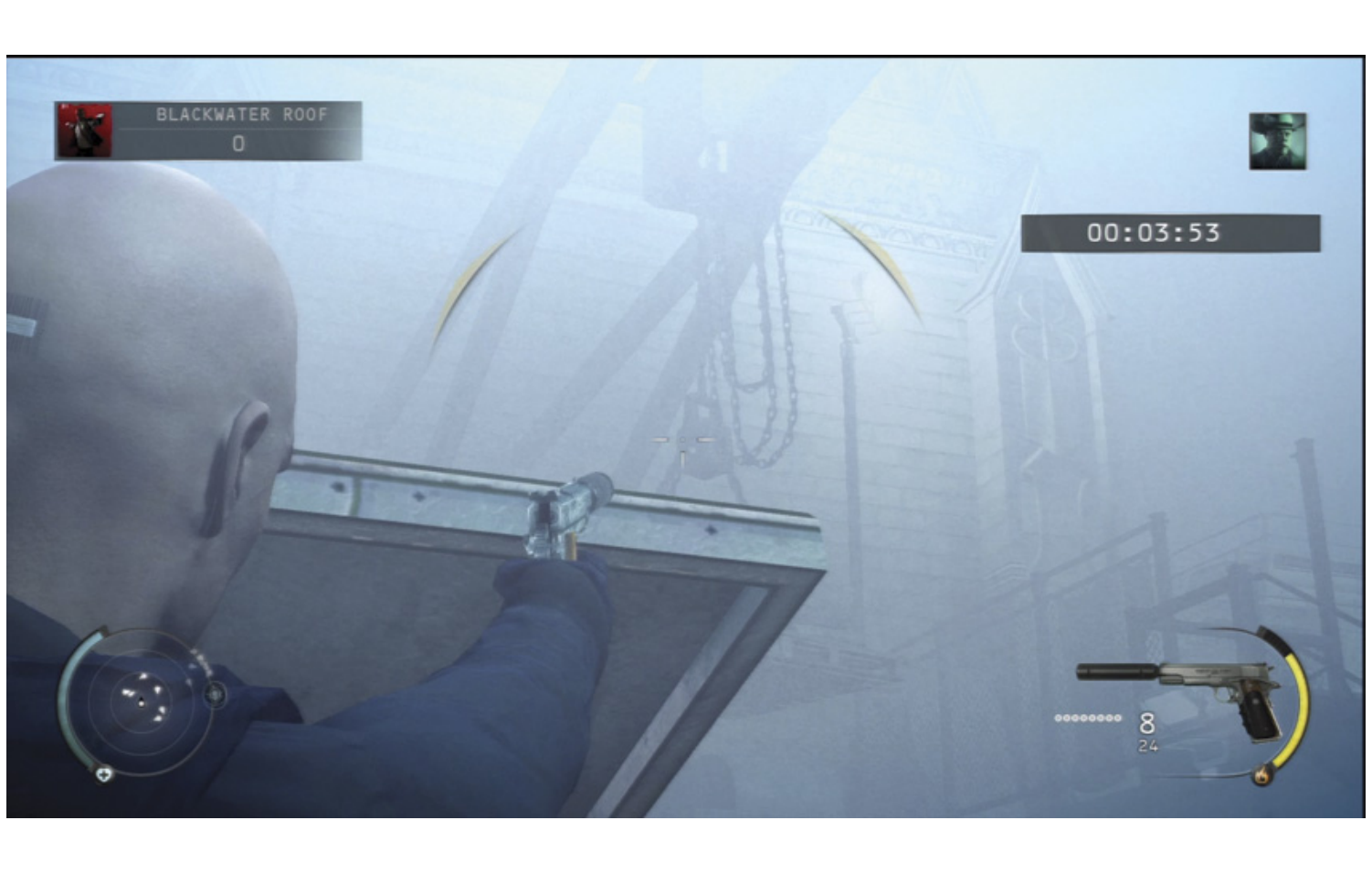
Kill the first guard and take his uniform.

CHALLENGE

Chameleon

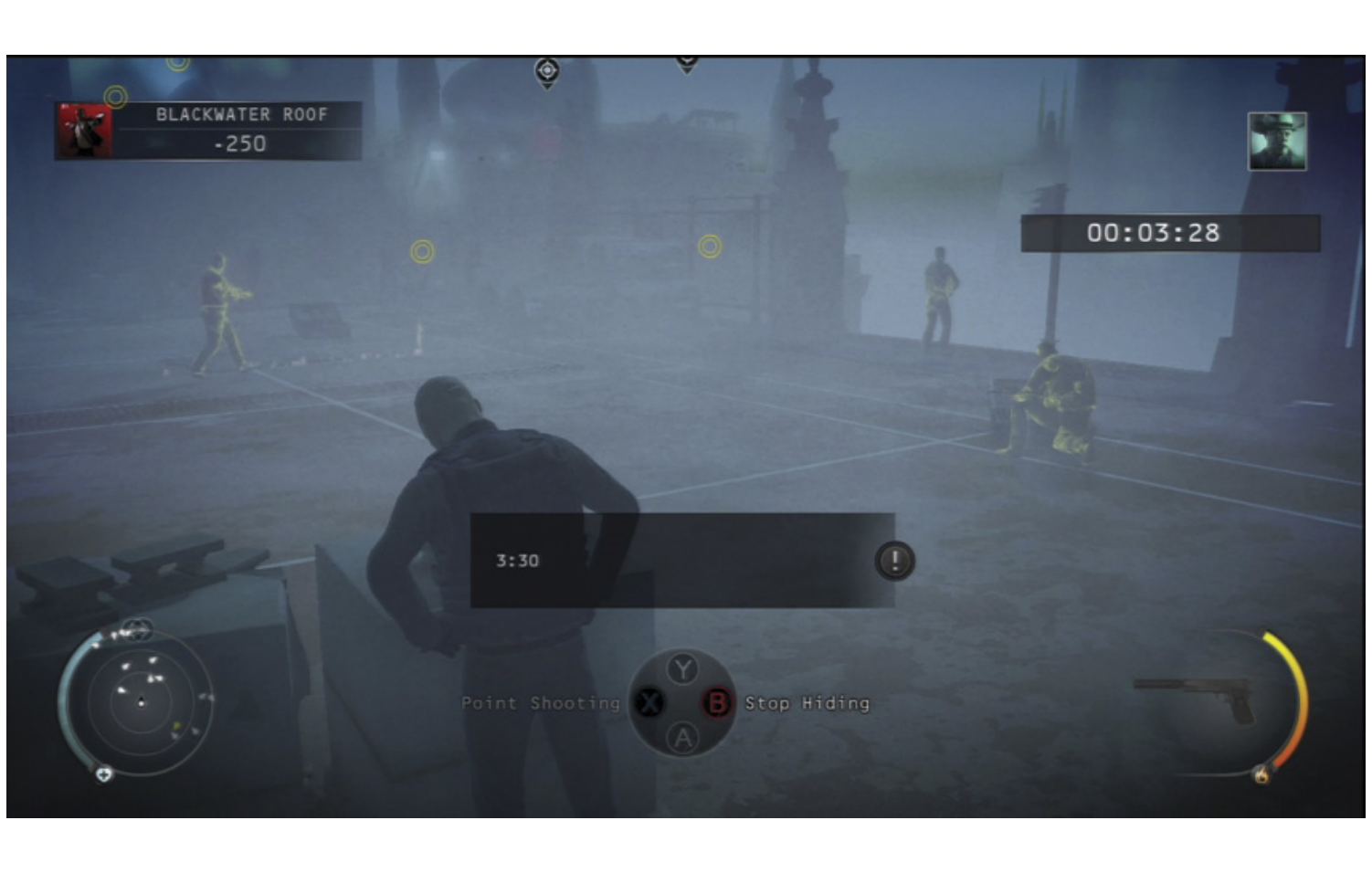
Acquire the Blackwater tactical team disguise to complete this challenge.

Quickly move to the next skylight and take up a position next to the explosive in the middle to hide in plain sight. While hiding, switch to a single Silverballer and look directly at the chain holding a pallet above the head of a guard. Stop hiding, take the shot, and resume hiding before anyone gets suspicious. After the pallet falls and kills the guard, distract the guard next to the stairs. This is your chance. Move to the stairs and climb them to the higher section of the roof.

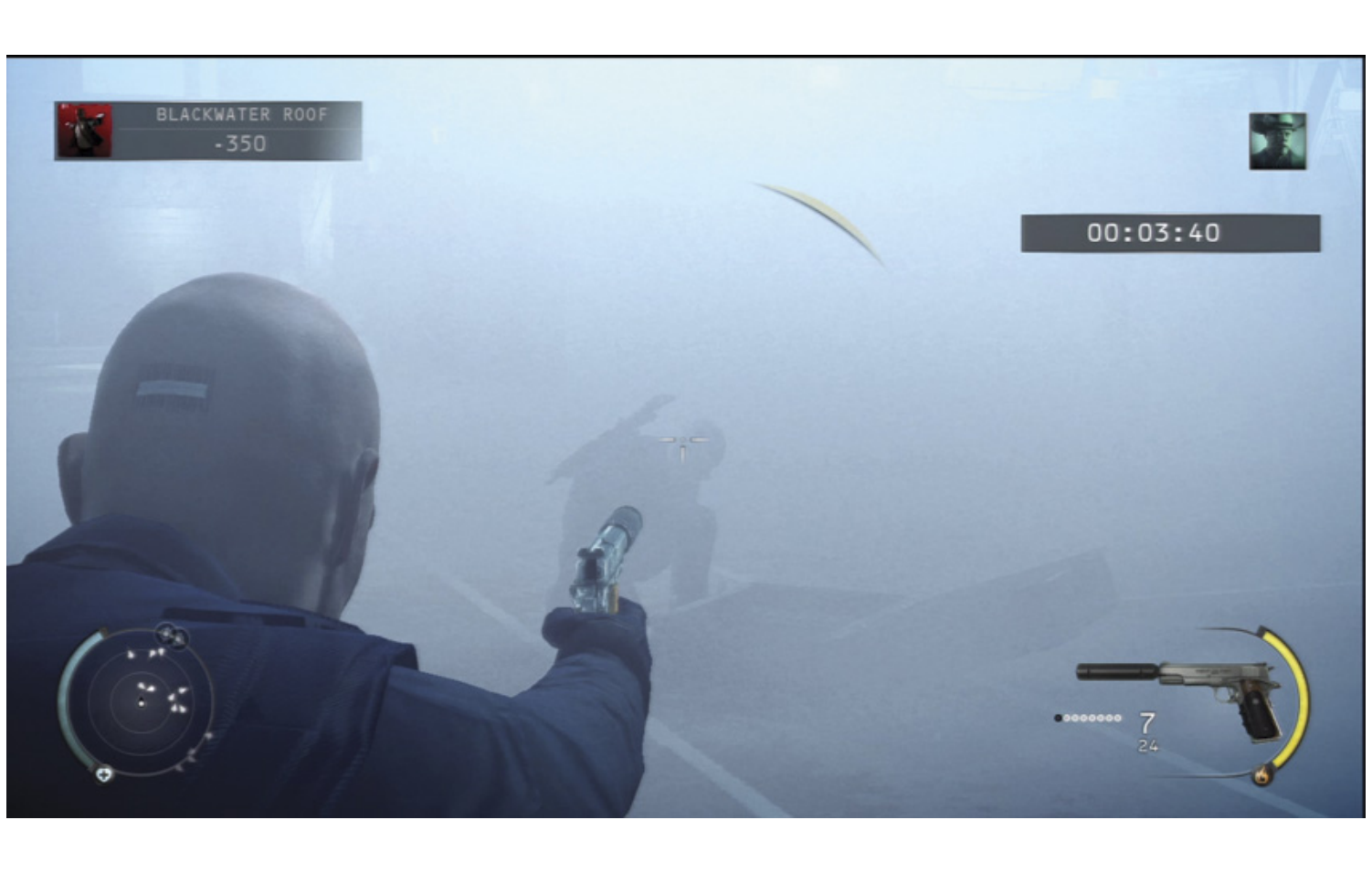

BLACKWATER ROOF
0
00:03:53
8
24

Shoot at the chain supporting the pallet to drop it on a soldier, and then create a distraction.

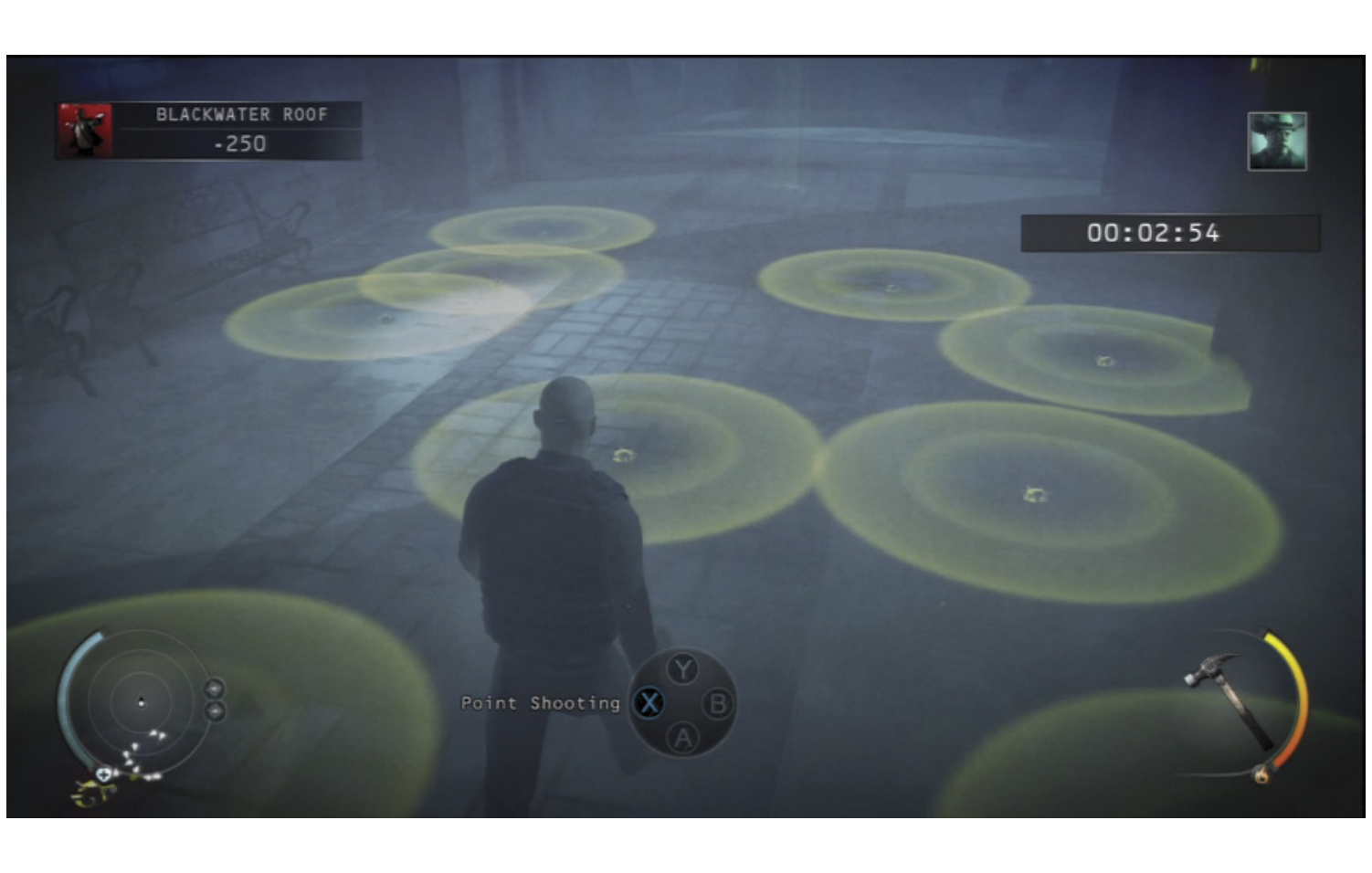
At the top of the stairs, walk through the checkpoint, activating it while you are on the move. Continue walking over to some crates to the left with explosives on them and hide there. Look along the left side of the roof, away from the edge. Wait until most of the guards are moving away. There is usually one that stays. Crouch down and start moving. Kill the guard along your path with a headshot, and then continue all the way to another crate with explosives on it so that you can hide. There is a guard ahead of you who has just planted some proximity mines. As he finishes reporting, crouch down and move toward the mines. Use Instinct to see the path through the mines. Don't step into their detection range or they will detonate and kill you. At the end, don't continue up the stairs to the helipad. Your path there is completely blocked by mines. Instead, climb into an air duct and crawl into a room.


BLACKWATER ROOF
-250
00:03:28
3:30
Point Shooting
Stop Hiding

Hide next to the explosives and scout out the rooftop.


BLACKWATER ROOF
-350
00:03:40
7
24

Shoot the guard on the left side as you advance.

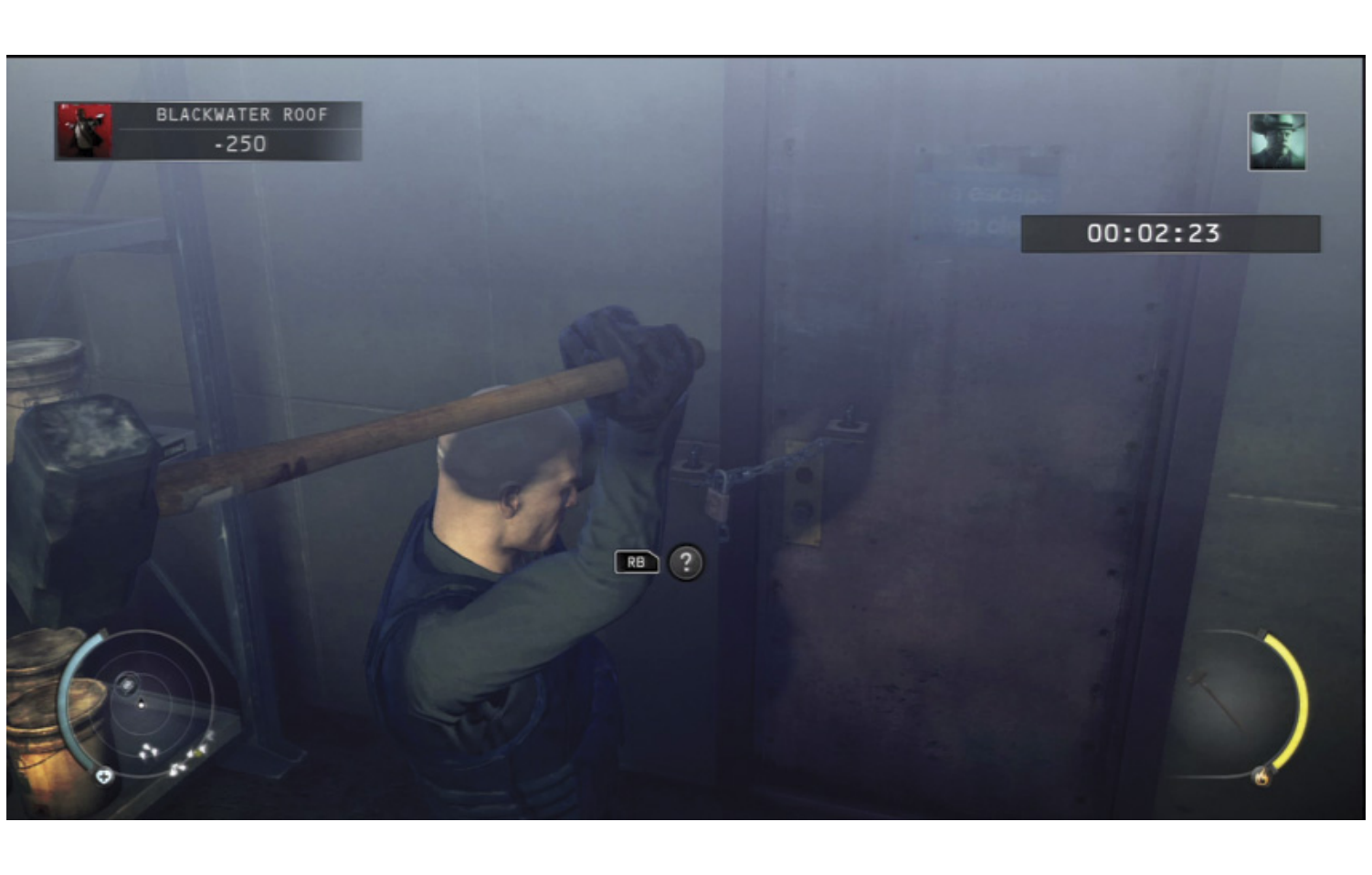

BLACKWATER ROOF
-250
00:02:54
Point Shooting

Carefully maneuver through the minefield using Instinct to help you see the danger.

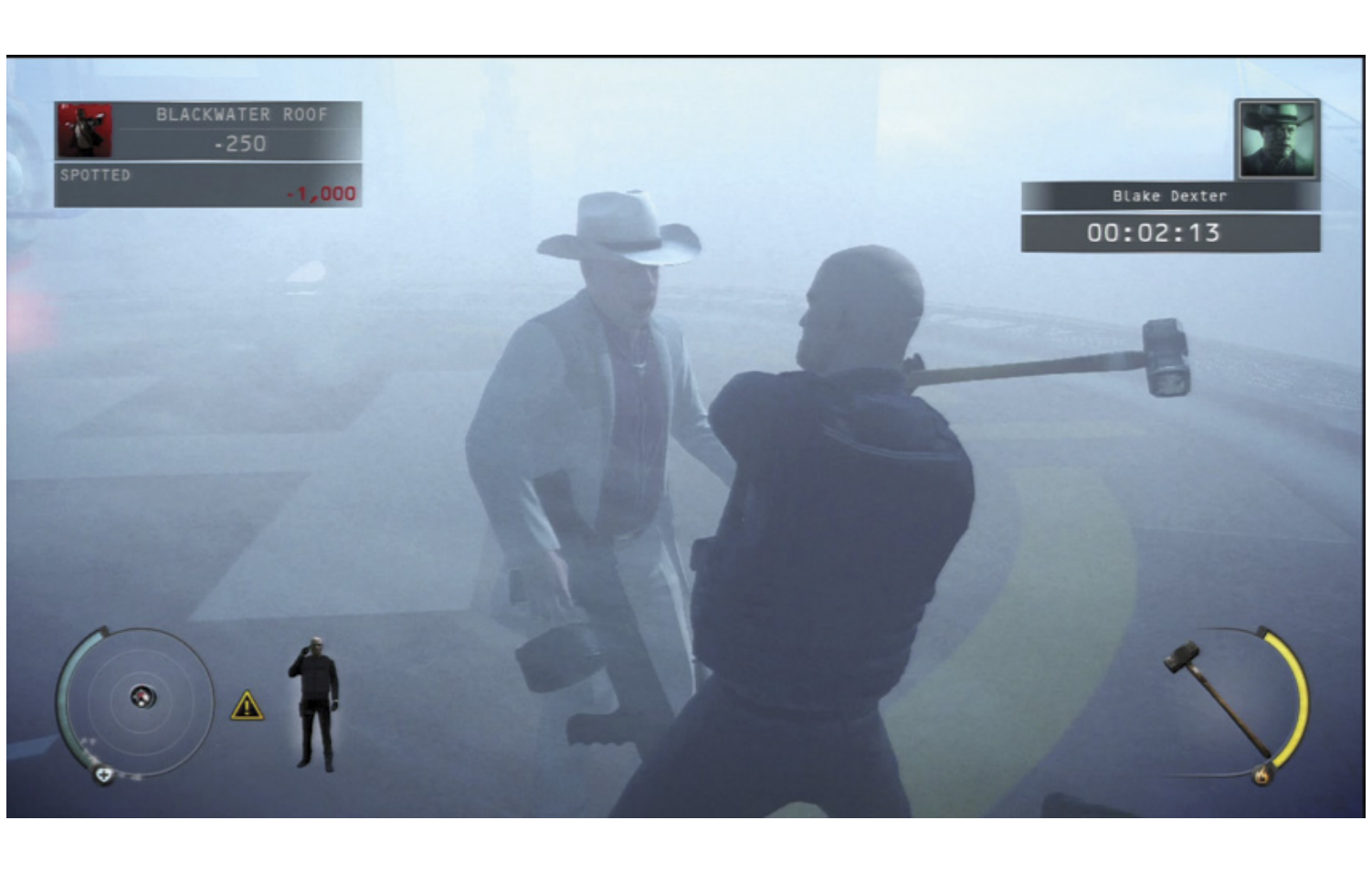
Tip

If a guard gets suspicious, get to an explosive to hide in plain sight. Once there, you are safe and can't be discovered. You just have to do it before the guard who spots you turns hostile.

Once inside the room under the helipad, grab a sledgehammer. Run around the corner to a locked door. Use the sledgehammer to break the lock, and then open the door. Move around to the ladder and climb it onto the helipad. Rush at Dexter and attack him with the sledgehammer to kill him before he can open fire with his Ultramax machine gun. Once he is dead, the level is complete.


BLACKWATER ROOF
-250
00:02:23
RB

Break the lock with the sledgehammer to get through the door.


BLACKWATER ROOF
-250
SPOTTED
-1,000
Blake Dexter
00:02:13

Use the sledgehammer to kill Dexter.

Tip

If you try to shoot it out with Dexter, have both Silverballers selected before you climb the ladder. He can take several hits before going down, and since he has a machine gun, you have to be quicker on the draw if you want to take him out using guns.

CHALLENGE

Face to Face

Eliminate Dexter and save Victoria to complete this challenge.

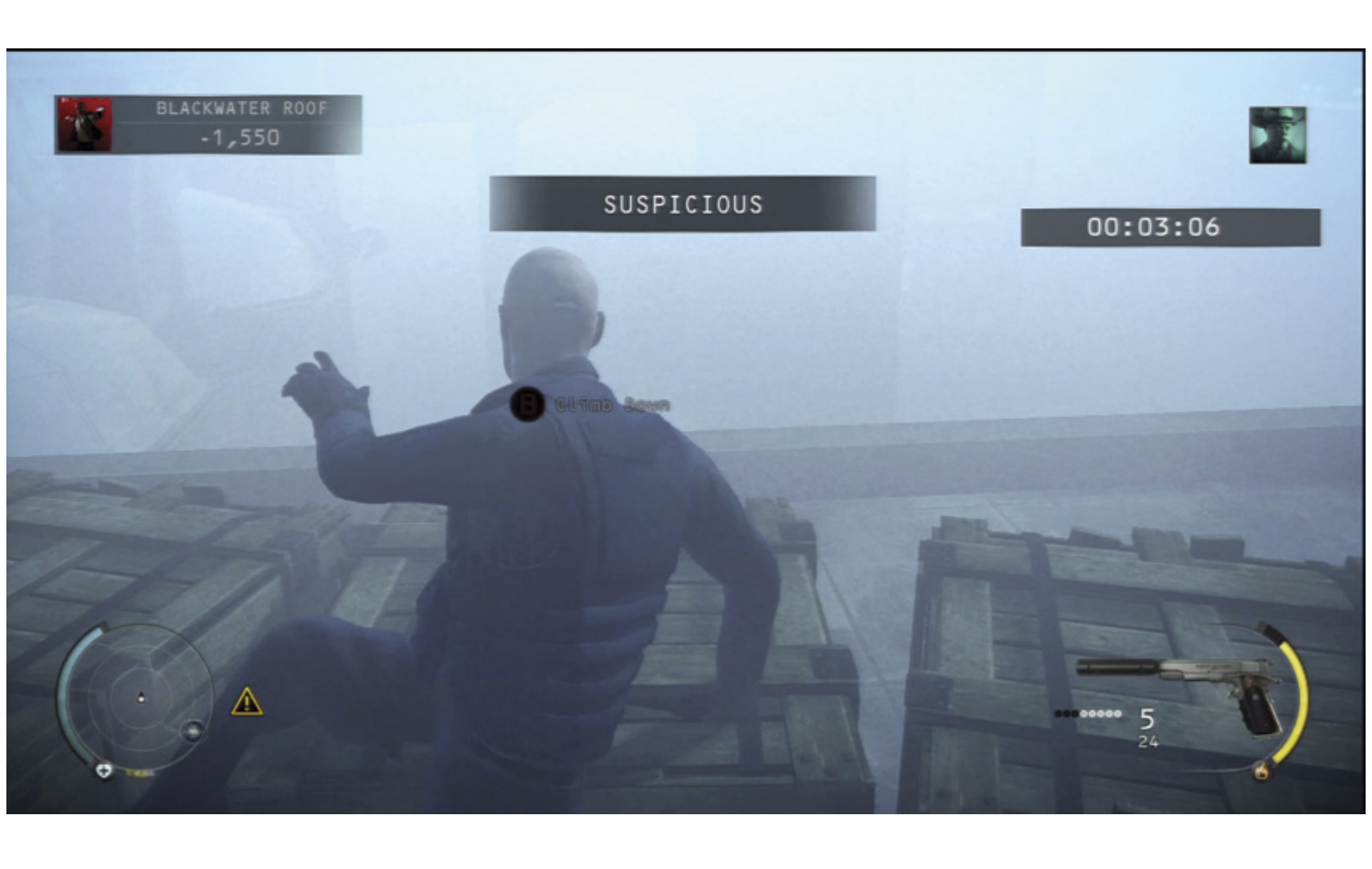
CHALLENGE

Stay on Target

Get to Dexter and kill him within 3 minutes (before the timer counts down to 2:00) in order to get this challenge. If you follow the walkthrough and don't waste time, you can do this within the shortened time limit.

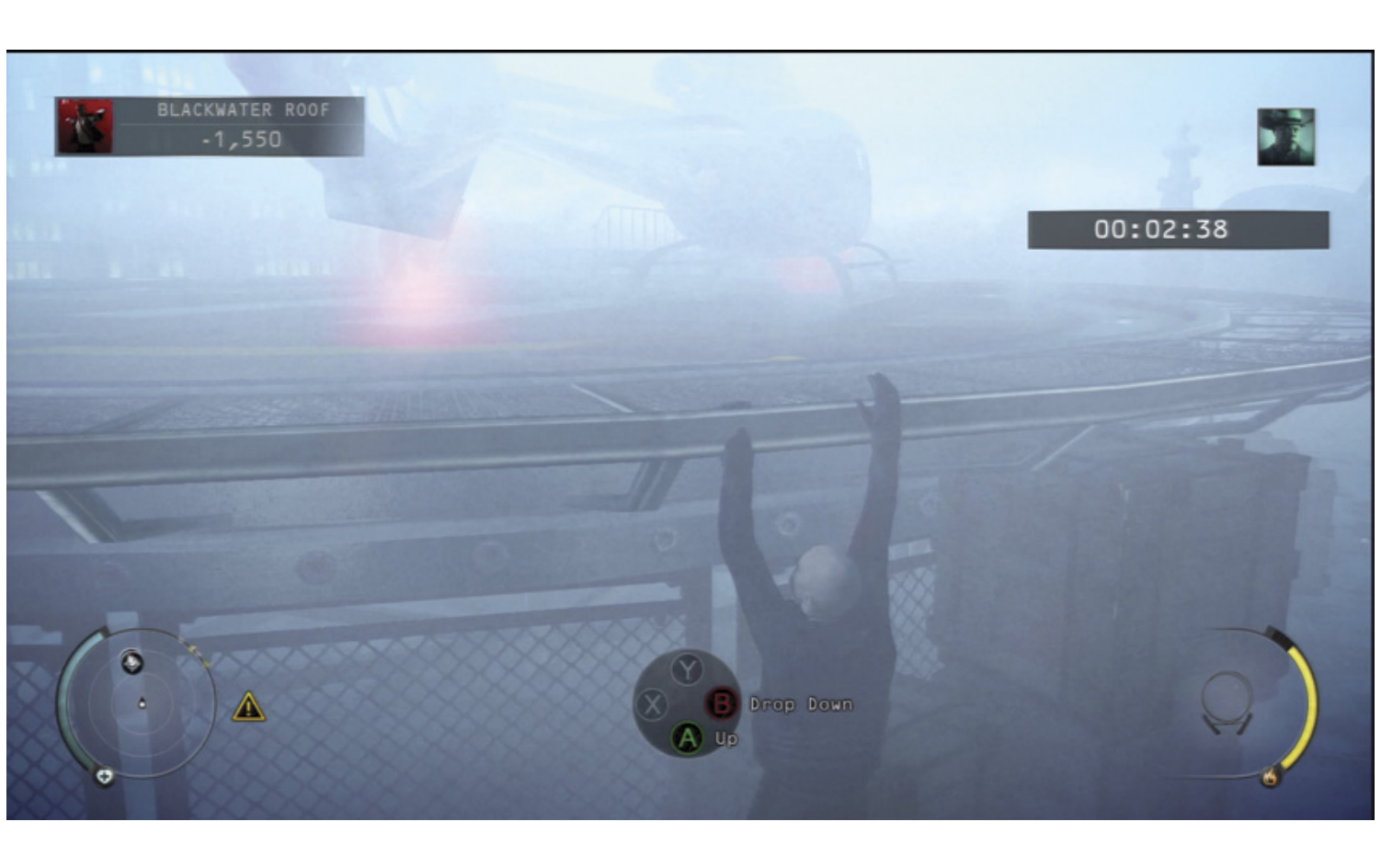
CHALLENGE

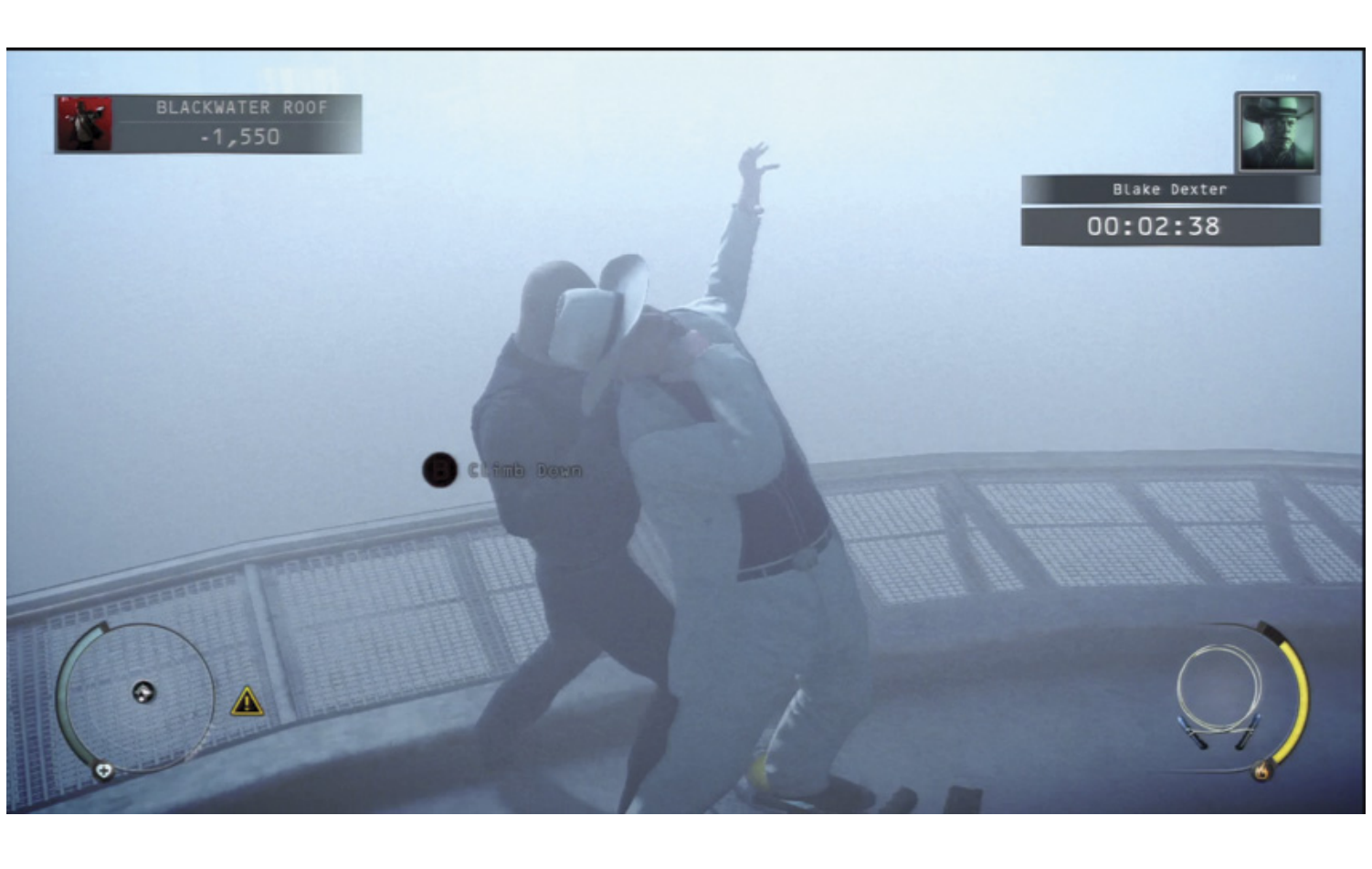
All Roads Lead to Dexter


BLACKWATER ROOF
-1,550
SUSPICIOUS
00:03:06
5
24

This is another way to get to the helipad. Go past the minefield and up the stairs. Take cover against the boxes on the left side, and then climb over them. Drop down onto the ledge and go hand-over-hand to the left until you reach a gap in the mines. Move to the helipad, and then jump up to grab onto the edge. This completes the challenge and gives you a way to get in behind Dexter.

It's Personal


BLACKWATER ROOF
-1,550
00:02:38
Drop Down
Up

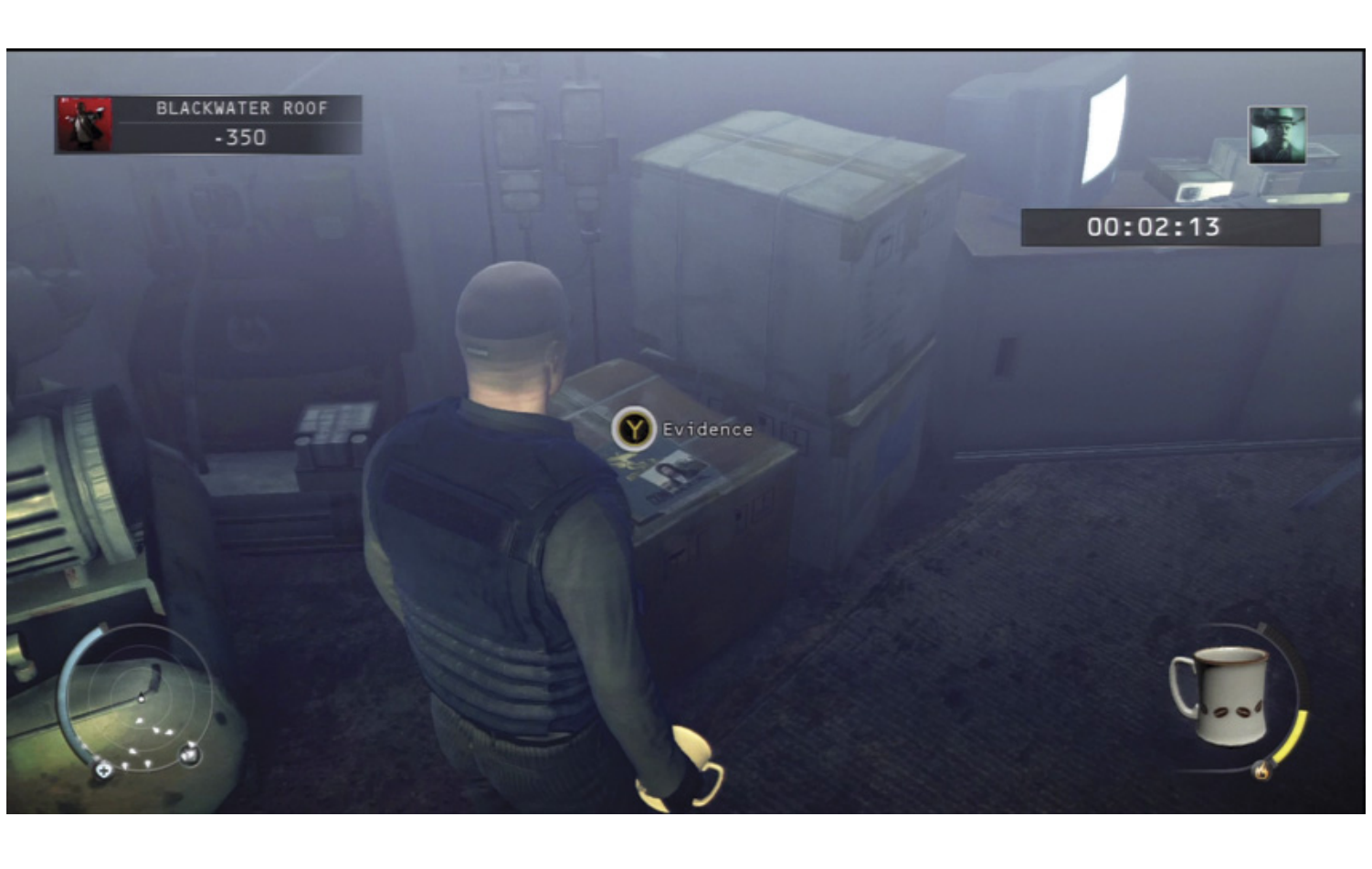

BLACKWATER ROOF
-1,550
Blake Dexter
00:02:38

In order to complete this challenge, you need to use the fiberwire to kill Dexter. To do this, first complete the tactics from All Roads Lead to Dexter. Then as you hang from the helipad, move around to the left. Dexter can't see you. Get behind him and then climb up onto the helipad. Sneak up behind him and garrote him to finish the level.

CHALLENGE

CHALLENGE

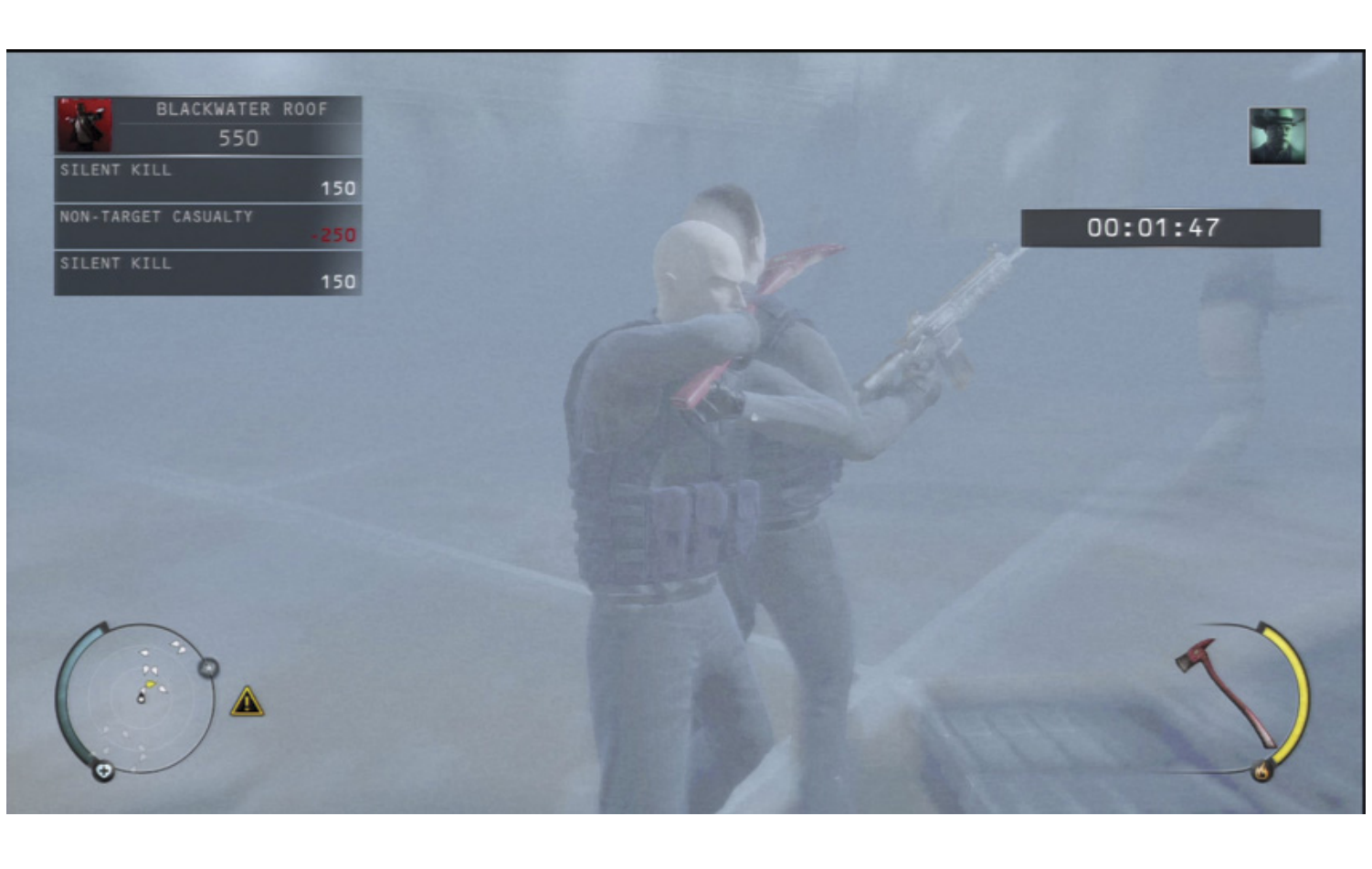
Evidence Collector


BLACKWATER ROOF
-350
00:02:13
Evidence

There is one piece of evidence. It is located inside a room behind a door with a keycard lock on the left side of the upper roof. First, you have to get the keycard from the room under the helipad. It is on a desk. Then, go back out onto the rooftop and get to the keycard lock. Enter a passageway and head right to get into the next room and get the goods. Now you need to hustle to kill Dexter before the timer runs out.

CHALLENGE

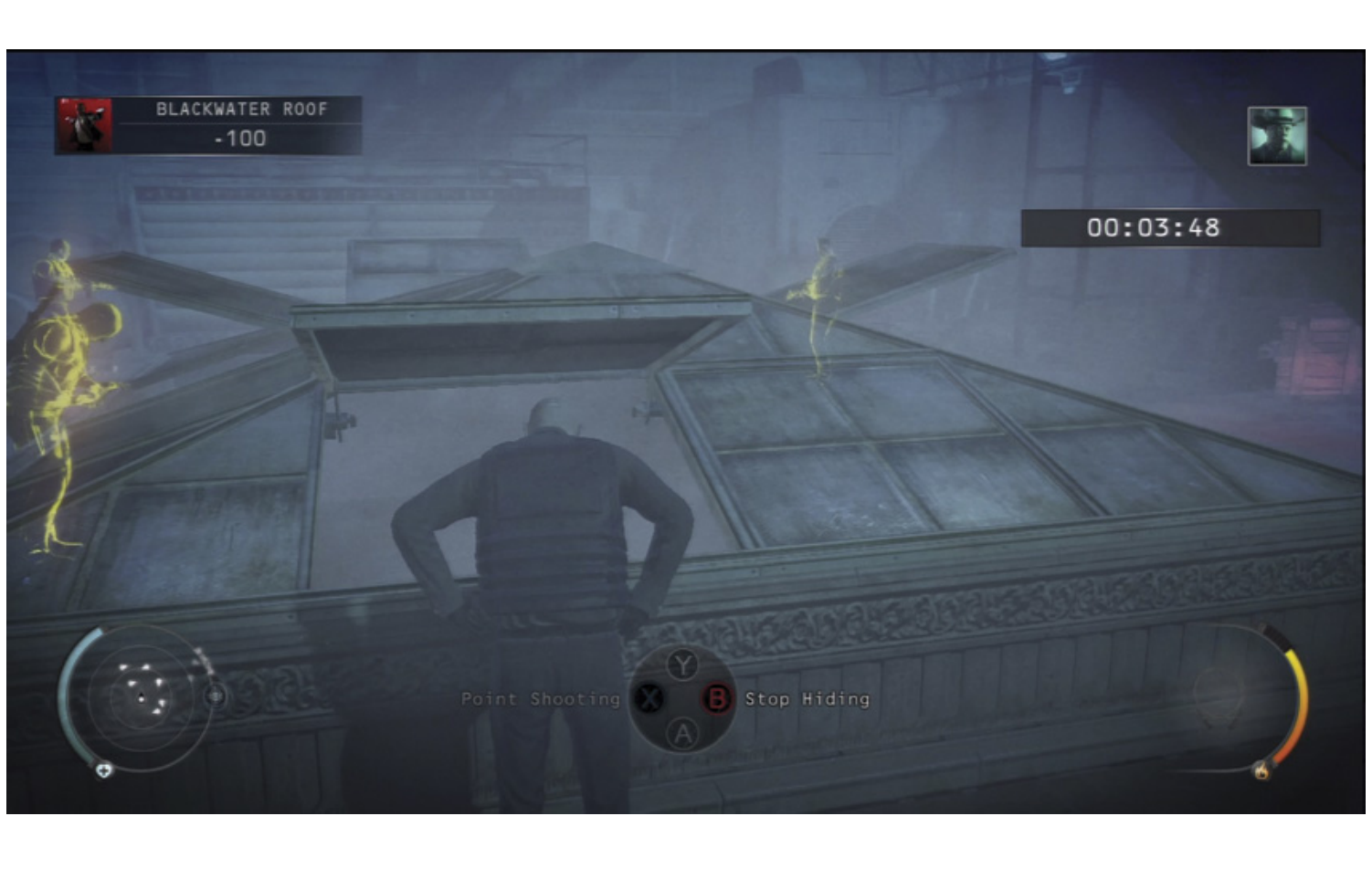
Axed


BLACKWATER ROOF
550
SILENT KILL
150
NON-TARGET CASUALTY
-250
SILENT KILL
150
00:01:47

Get the axe from the locked room where you can find the evidence. Then, eliminate 5 guards with the axe to complete this challenge.

CHALLENGE

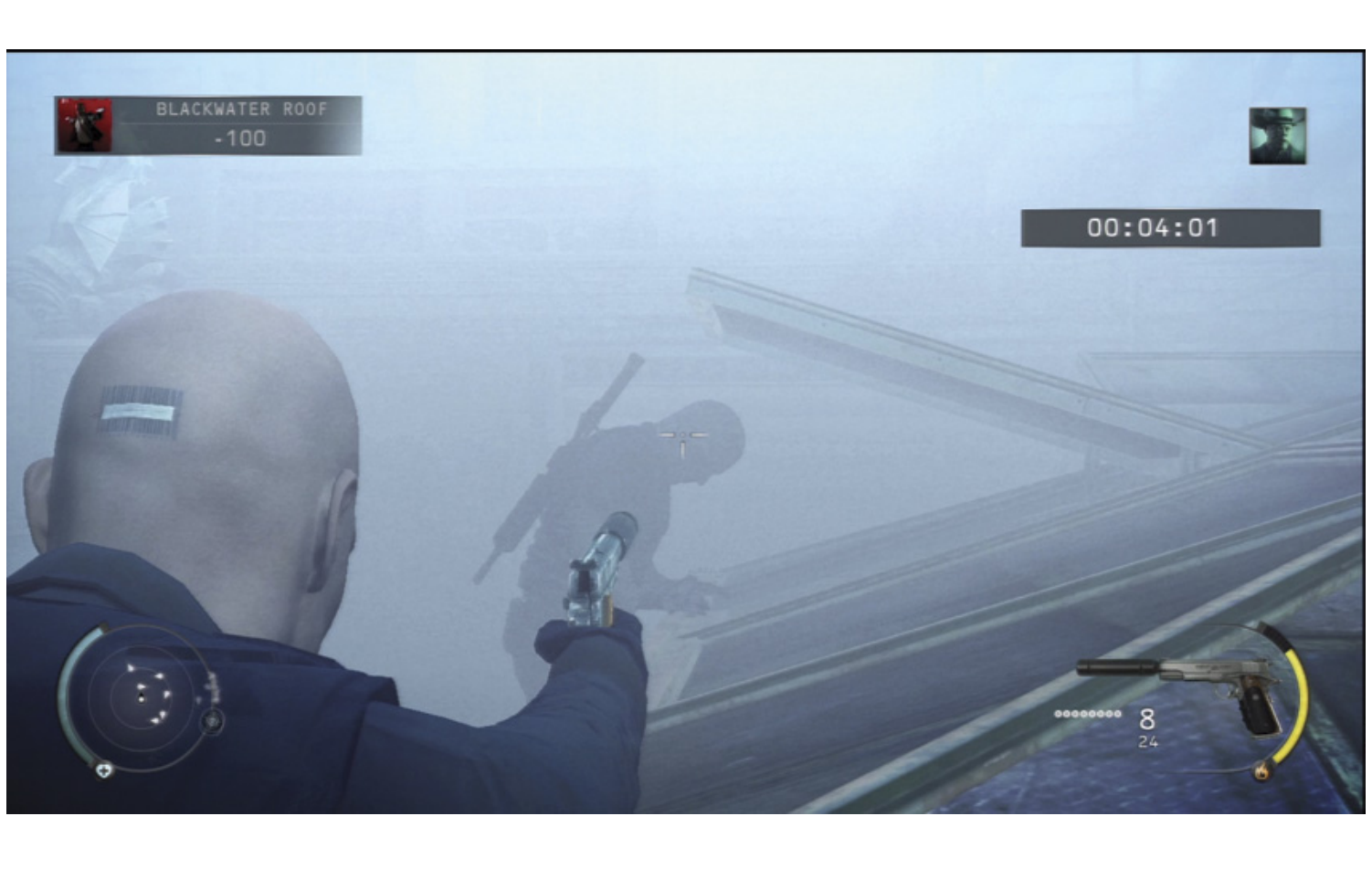
Hazardous


BLACKWATER ROOF
-100
00:03:48
Point Shooting
Stop Hiding

You must eliminate two guards with an accident to complete this challenge. This is not tough—it just takes patience. Get to the explosives on the second skylight. Use Instinct to watch the guards through the fog. The guard on the left will eventually patrol to the right and walk under the pallet where another guard is already standing. When both are under the pallet, shoot the cable to drop the pallet on the two. You have to shoot a bit early to catch them since it takes a second for the pallet to fall. This may take several attempts to get the timing just right.

CHALLENGE

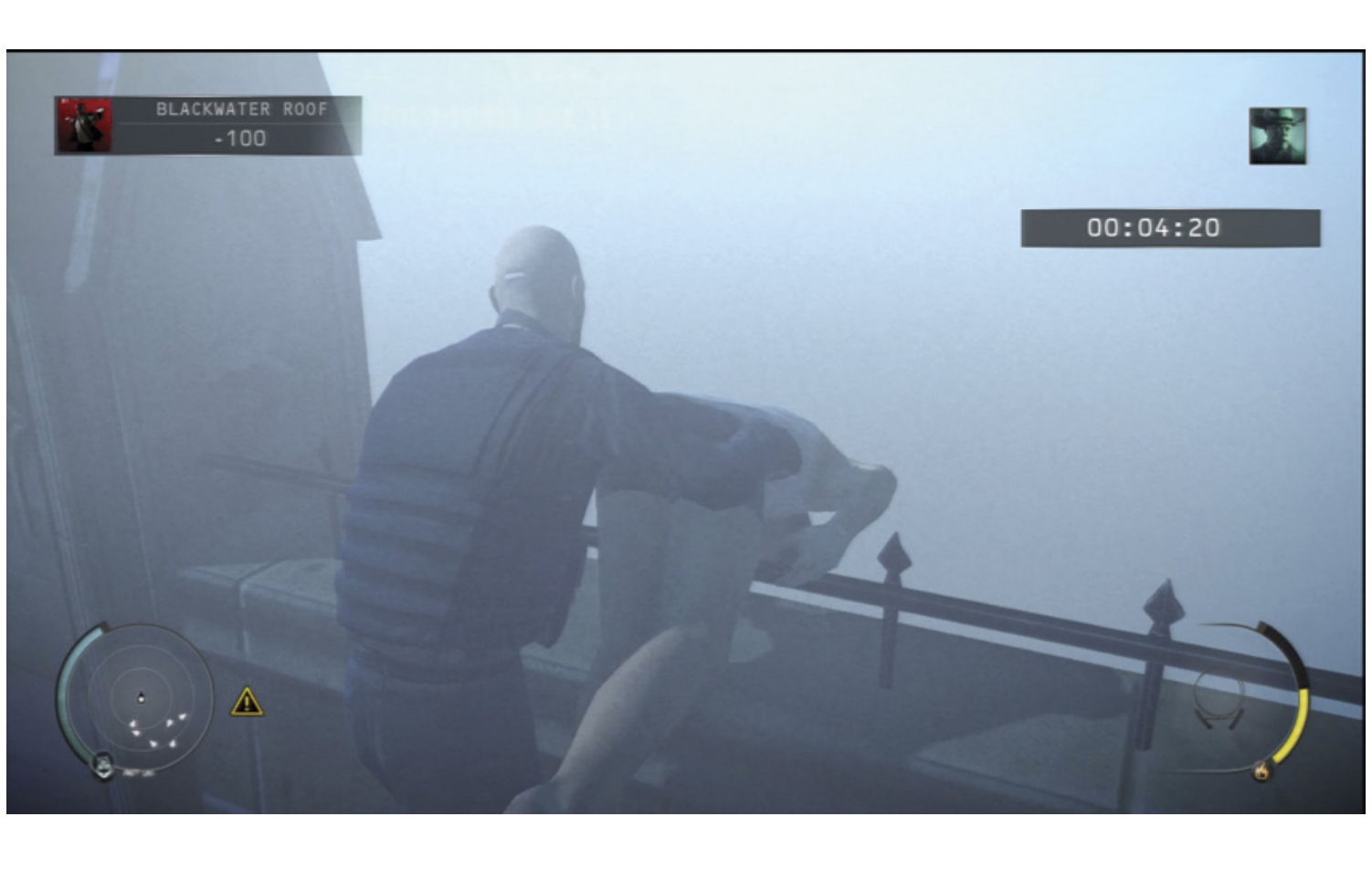
Take'Em Down—Part 1


BLACKWATER ROOF
-100
00:04:01
8
24

Eliminate three guards with headshots to complete this challenge and unlock the next part.

CHALLENGE

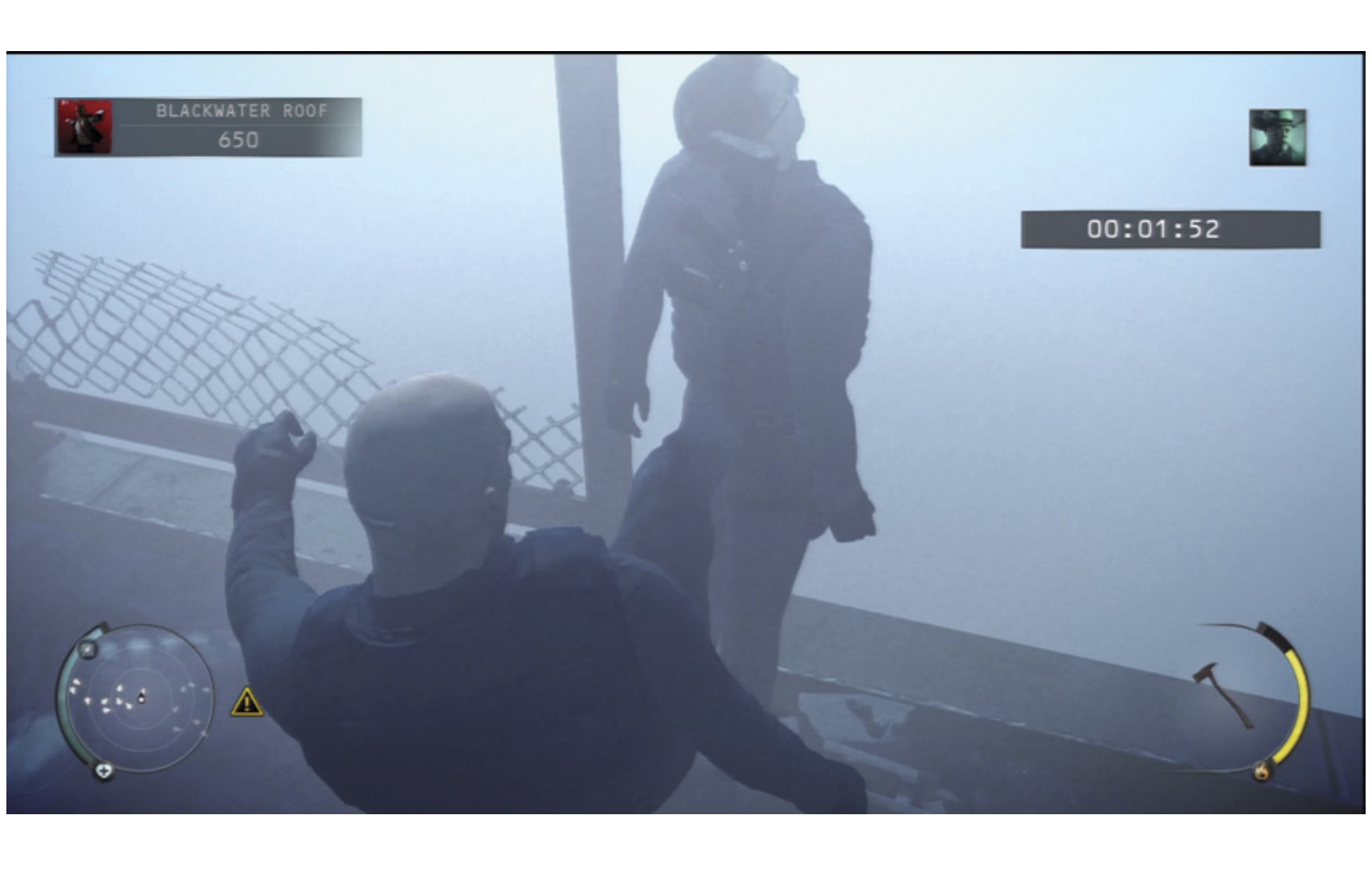
Take'Em Down—Part 2


BLACKWATER ROOF
-100
00:04:20

To complete this challenge, drop six guards over the edge of the building. You can either drag their bodies and dump them over the edge, or push them over the edge if they are standing next to it. You can complete part one on the first rooftop, and then complete this part after killing all the guards here by dragging their bodies over and dumping them over the edge. This unlocks part three.

CHALLENGE

Take'Em Down—Part 3


BLACKWATER ROOF
650
00:01:52

This challenge requires you to eliminate 10 guards without being spotted. Try to kill all seven on the first level during a subsequent play through, and then just get three more on the upper level. If you have built up enough Instinct, you can easily get this with point shooting.

CHALLENGE

Mastery: Blake Dexter

Complete all of the challenges for this level to earn this final challenge.

Achievements

The Final Countdown: Assassinate Blake Dexter to earn this award.

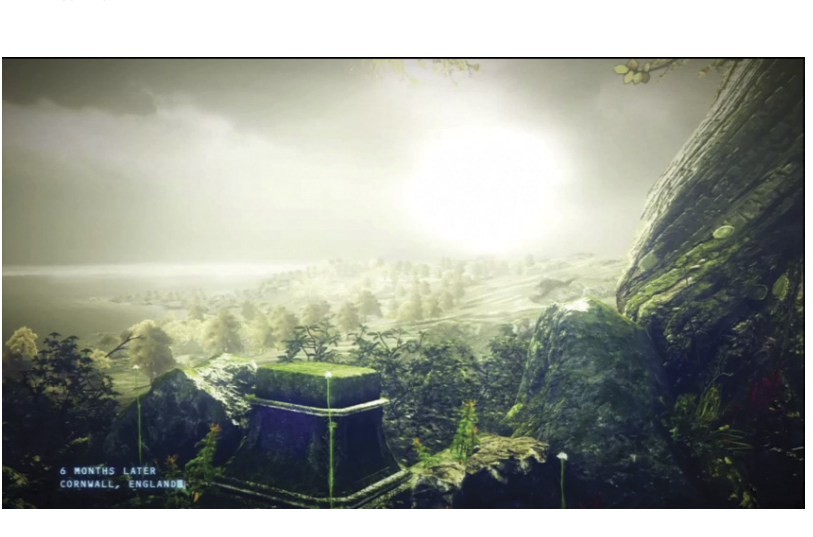
Campaign

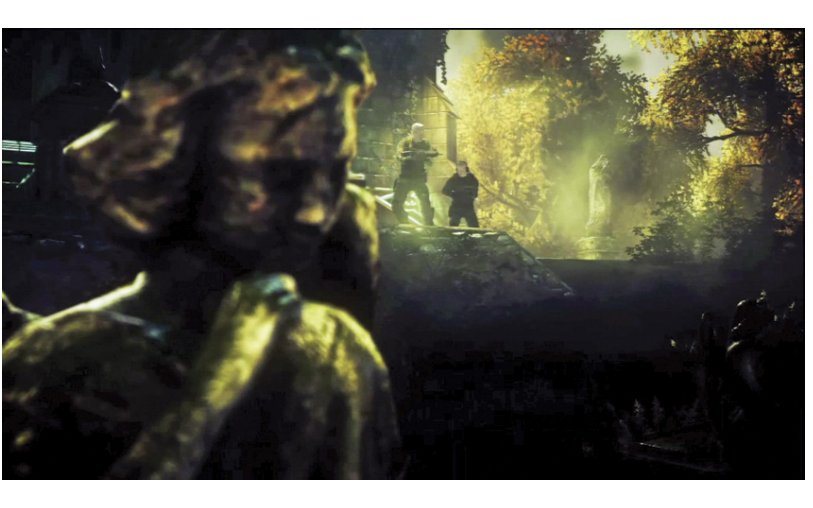
Absolution

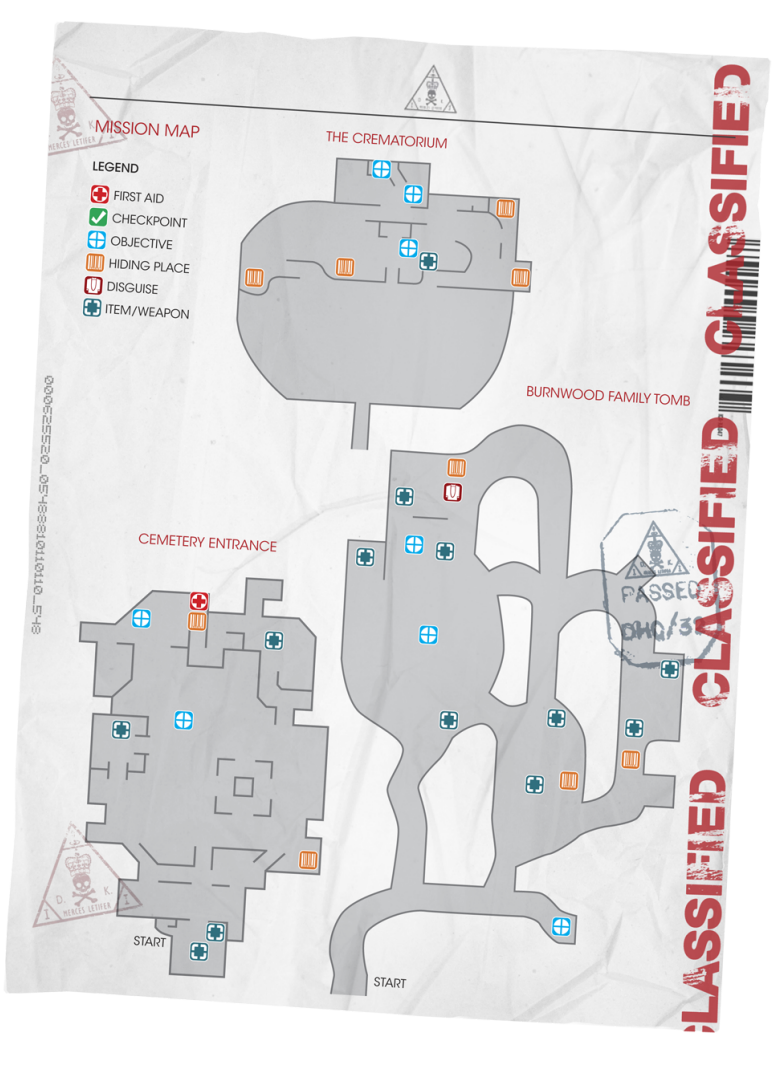
Briefing
Diana. I have kept my promise. Victoria is safe. Her future is now her own. Only one thing remains: Travis. He is out there, hiding behind his ICA muscle, his cowardice matched only by his increasing paranoia. This is how it's supposed to be. Me. A target. A contract. I already know how this will end.

Initial Equipment

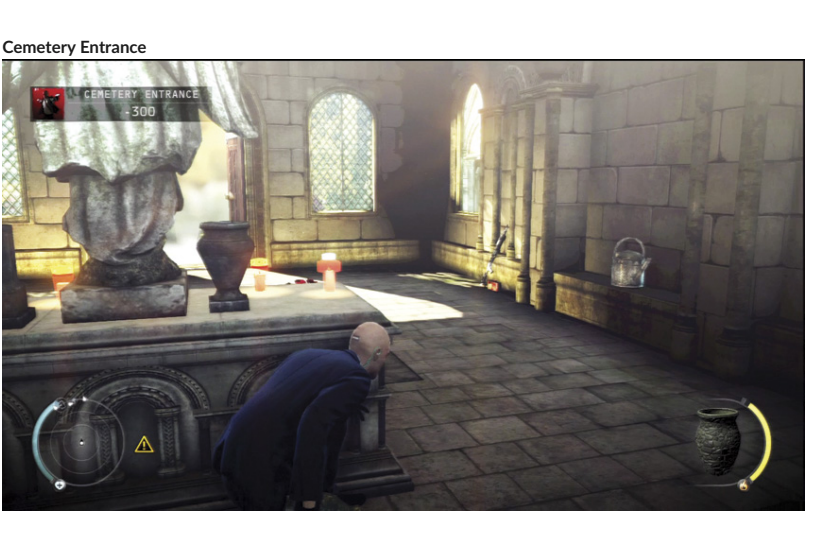
- Twin Silverballer Pistols
- Kazo TRG Sniper Rifle
- Fiberwire

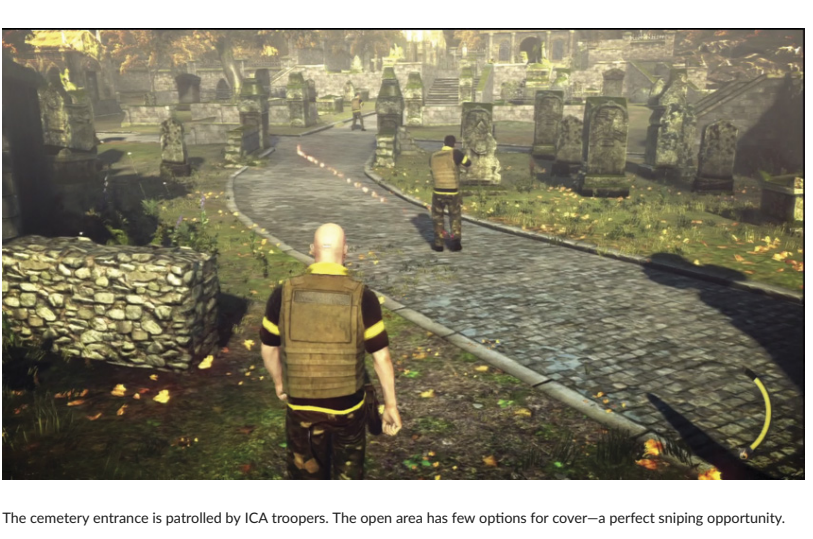






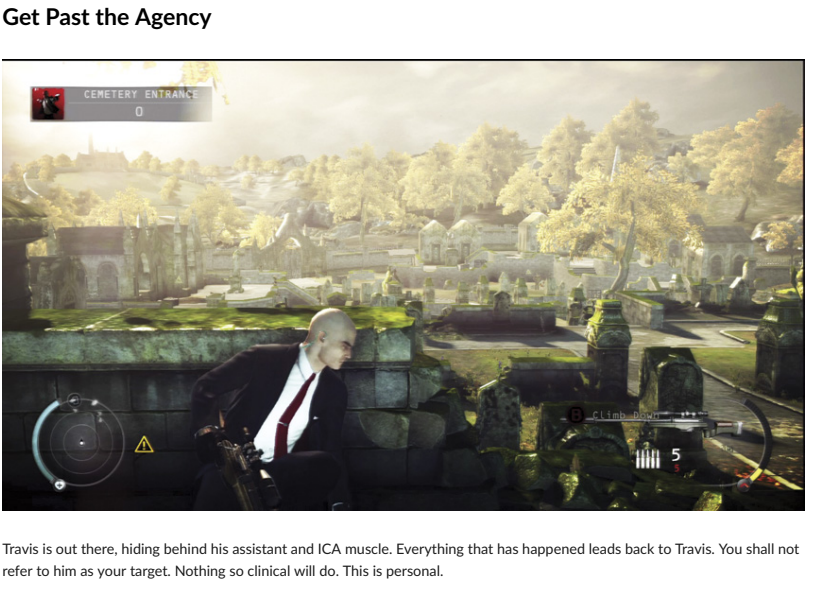
Cemetery Entrance





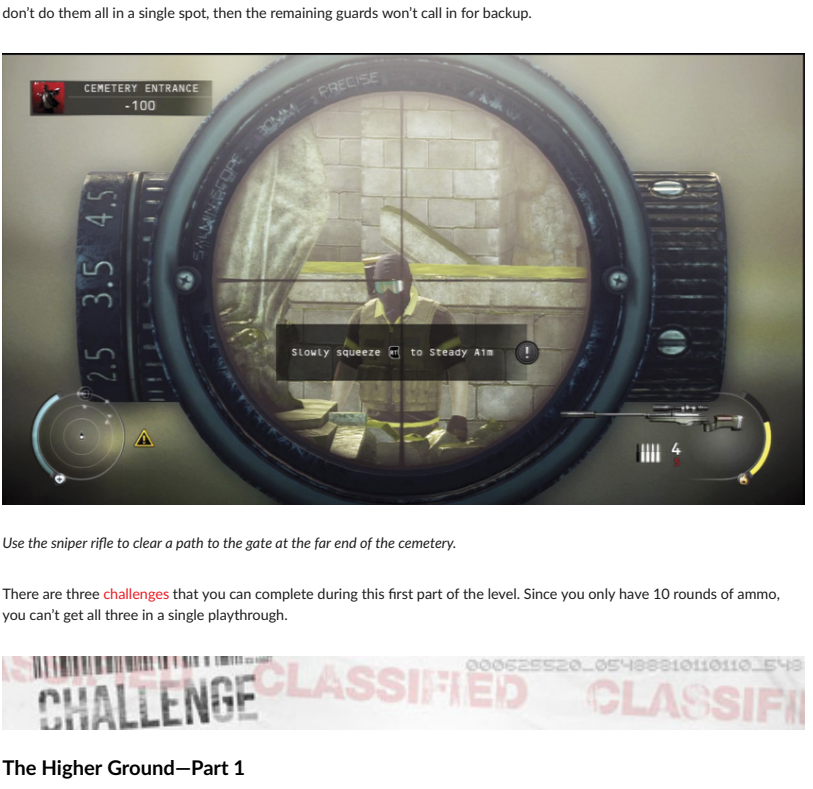
The cemetery entrance is patrolled by ICA troopers. The open area has few options for cover—a perfect sniping opportunity.

Get Past the Agency



Travis is out there, hiding behind his assistant and ICA muscle. Everything that has happened leads back to Travis. You shall not refer to him as your target. Nothing so clinical will do. This is personal.

You begin the mission behind a short wall on a raised area overlooking the cemetery. A sniper rifle is in your hand and you have 10 rounds for this weapon. That is not enough to clear out all of the guards in the cemetery, so concentrate on clearing a path to the gate at the opposite side. Focus on the four guards along the back. There are a couple that patrol in front of the gate. Take them out. Then, kill the two guards in the back right corner. Once you kill one, the other comes to investigate, presenting you with a good target to aim at. Finally, look for any guards along the right side of the cemetery since this is the best path to the gate. Don't shoot too many guards—backup will arrive and more guards will enter the area. If you stick to only five kills and don't do them all in a single spot, then the remaining guards won't call in for backup.



Use the sniper rifle to clear a path to the gate at the far end of the cemetery.

There are three challenges that you can complete during this first part of the level. Since you only have 10 rounds of ammo, you can't get all three in a single playthrough.

CHALLENGE

The Higher Ground—Part 1

To complete this challenge, get 3 headshots using the sniper rifle. This also unlocks part two.

CHALLENGE

The Higher Ground—Part 2

Perform 5 headshots within 10 seconds with the sniper rifle in order to complete the challenge. Look for a group of guards patrolling around and wait until there are five near each other to try for this challenge. Once you complete it, part three is unlocked.

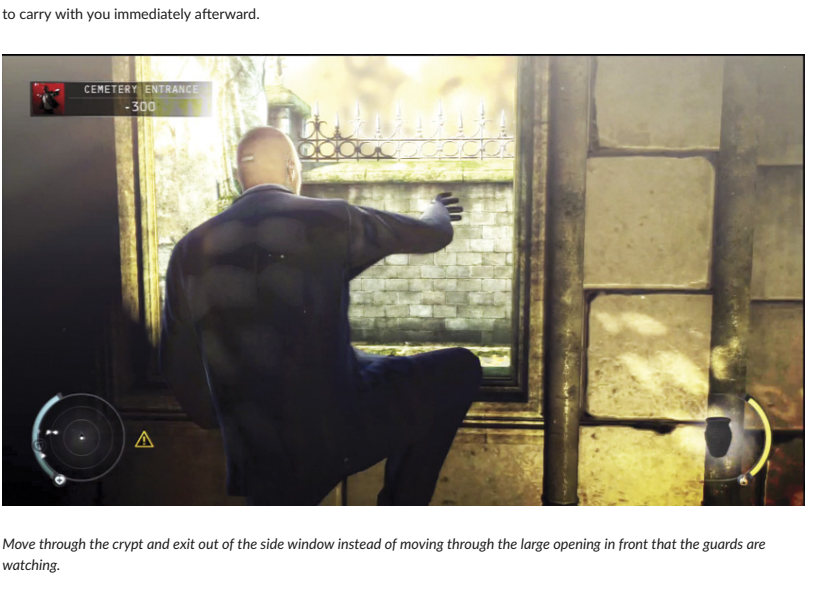
CHALLENGE

The Higher Ground—Part 3

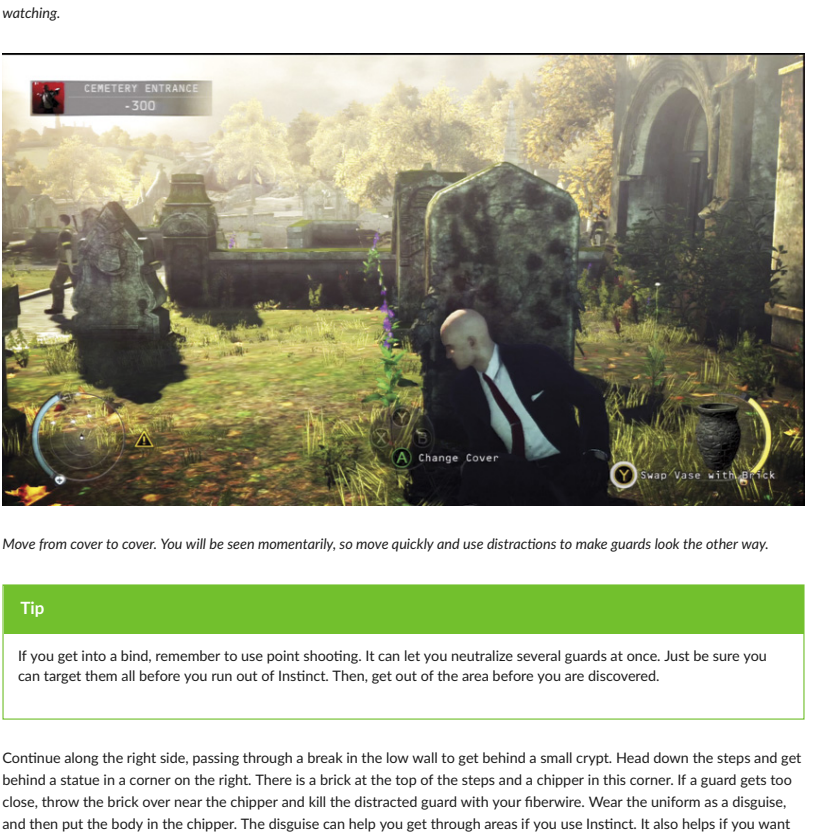
This challenge is completed when you get 7 headshots using the sniper rifle without alerting anyone.

> **Tip**
>
> If there are a couple guards near your position at the start, which will make movement into the cemetery difficult, use the Instinct you gain through the sniper kills to activate point shooting to kill them with your Silverballers. Do this as the patrolling guards are moving away from you so that you have time to get out of the area before they find the bodies.

After taking about five shots and making five kills, switch to your pistols and head down the stairs into the nearby crypt. Move along the wall toward the back and take cover behind the monument. Pick up a vase so that you have something to throw as a distraction. Then, move to the right wall and make your way to the window on the side. Pick up a shotgun and some shells along the way in case you run into trouble. Climb out of the window and quickly take cover behind another monument. There is a brick near a headstone up ahead, which means that you can throw the vase to distract a guard and pick up another object to carry with you immediately afterward.



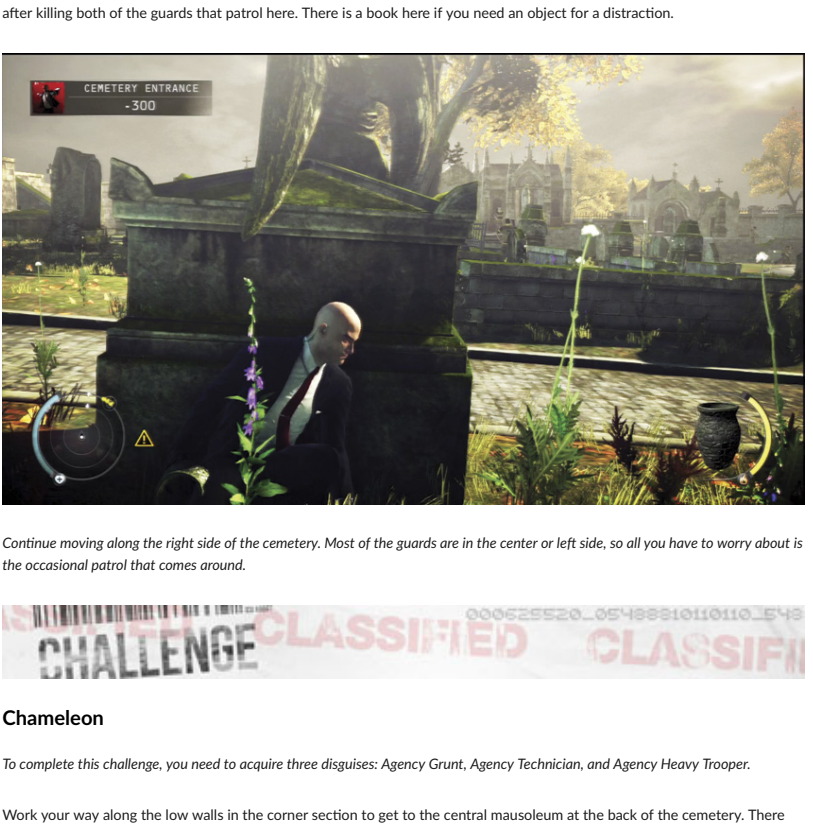
Move through the crypt and exit out of the side window instead of moving through the large opening in front that the guards are watching.



Move from cover to cover. You will be seen momentarily, so move quickly and use distractions to make guards look the other way.

> **Tip**
>
> If you get into a bind, remember to use point shooting. It can let you neutralize several guards at once. Just be sure you can target them all before you run out of Instinct. Then, get out of the area before you are discovered.

Continue along the right side, passing through a break in the low wall to get behind a small crypt. Head down the steps and get behind a statue in a corner on the right. There is a brick at the top of the steps and a chipper in this corner. If a guard gets too close, throw the brick over near the chipper and kill the distracted guard with your fiberwire. Wear the uniform as a disguise, and then put the body in the chipper. The disguise can help you get through areas if you use Instinct. It also helps if you want to collect the evidence. Once the way is clear, move along the right to reach a couple of small crypts. Use them as cover. Continue all the way to the steps leading up to a raised area in the back right corner of the cemetery. This area should be clear after killing both of the guards that patrol here. There is a book here if you need an object for a distraction.



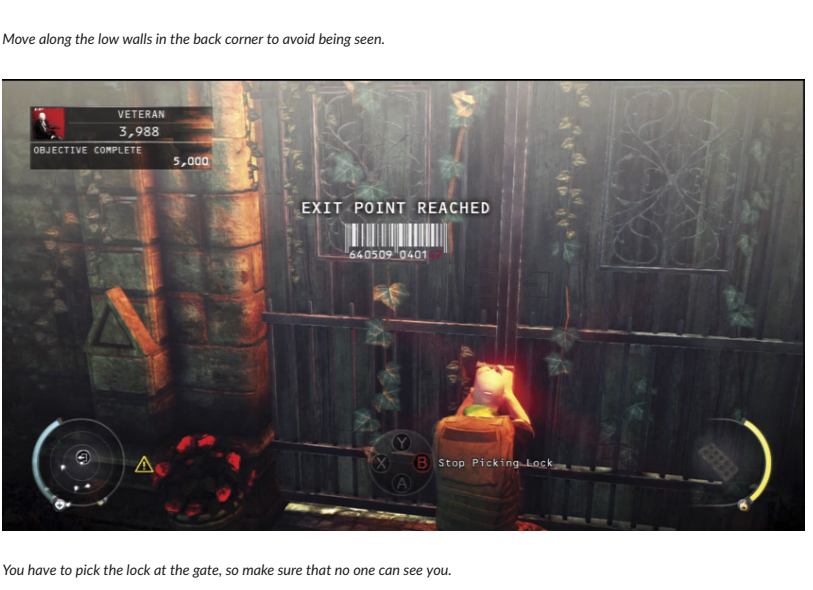
Continue moving along the right side of the cemetery. Most of the guards are in the center or left side, so all you have to worry about is the occasional patrol that comes around.

CHALLENGE

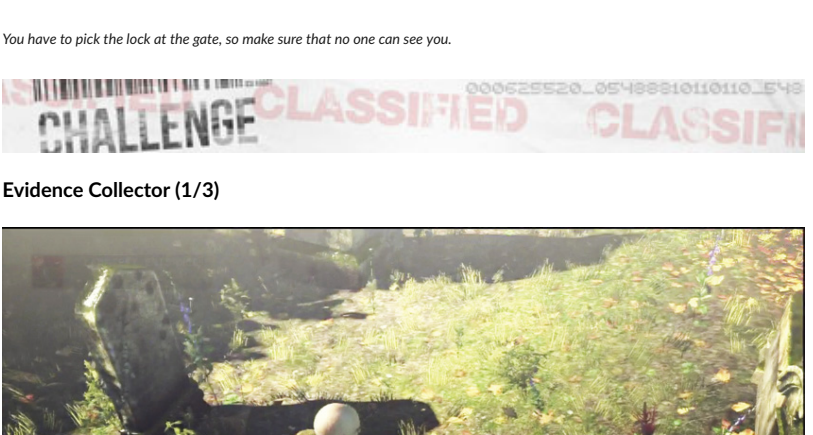
Chameleon

To complete this challenge, you need to acquire three disguises: Agency Grunt, Agency Technician, and Agency Heavy Trooper.

Work your way along the low walls in the corner section to get to the central mausoleum at the back of the cemetery. There may be a guard on duty near here. As long as he is facing toward the front of the cemetery, you can sneak behind him and move down some steps to hide behind a statue near the gate. If necessary, there is a chipper you can lure guards toward if you need to kill any and get rid of the bodies. Make sure no one is looking in your direction, and then pick the lock so that you can exit the front section of the cemetery.



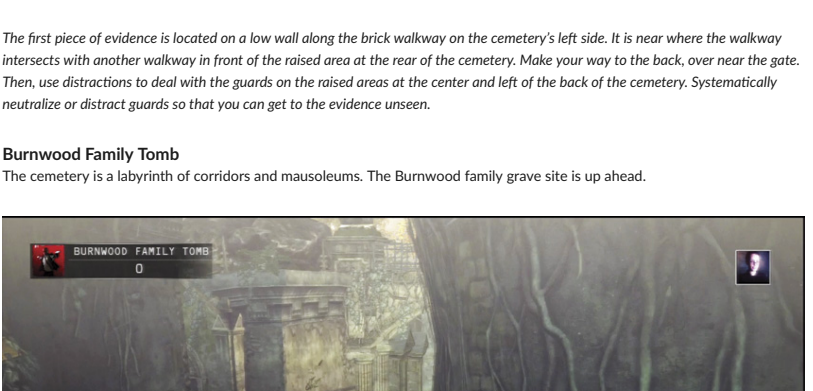
Move along the low walls in the back corner to avoid being seen.



You have to pick the lock at the gate, so make sure that no one can see you.

CHALLENGE

Evidence Collector (1/3)



The first piece of evidence is located on a low wall along the brick walkway on the cemetery's left side. It is near where the walkway intersects with another walkway in front of the raised area at the rear of the cemetery. Make your way to the back, over near the gate. Then, use distractions to deal with the guards on the raised areas at the center and left of the back of the cemetery. Systematically neutralize or distract guards so that you can get to the evidence unseen.

Burnwood Family Tomb
The cemetery is a labyrinth of corridors and mausoleums. The Burnwood family grave site is up ahead.

BURNWOOD FAMILY TOMB
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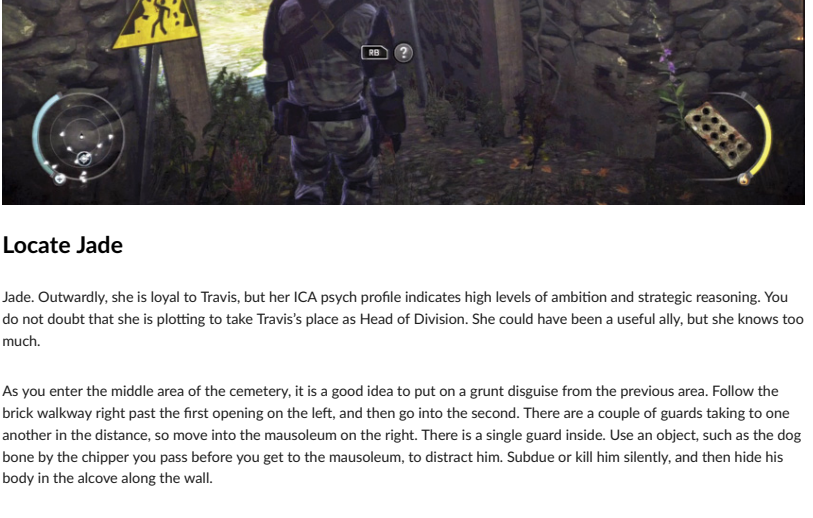
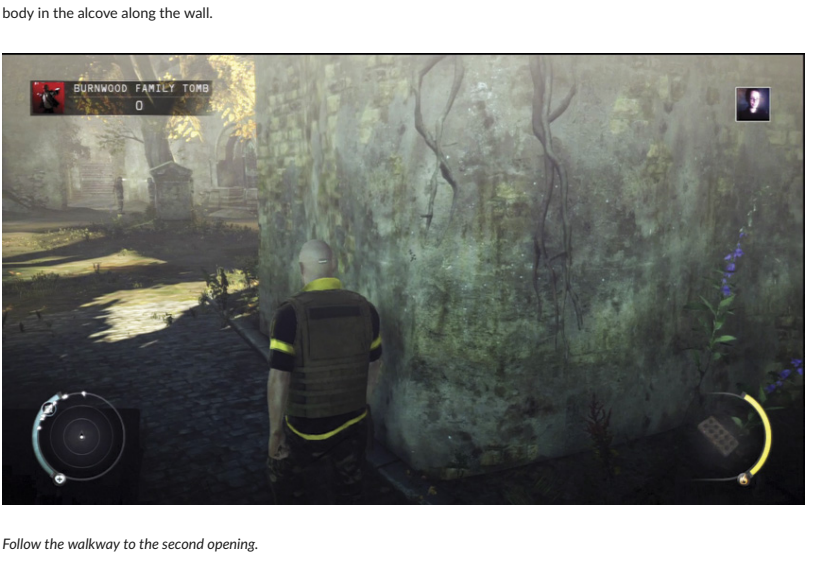


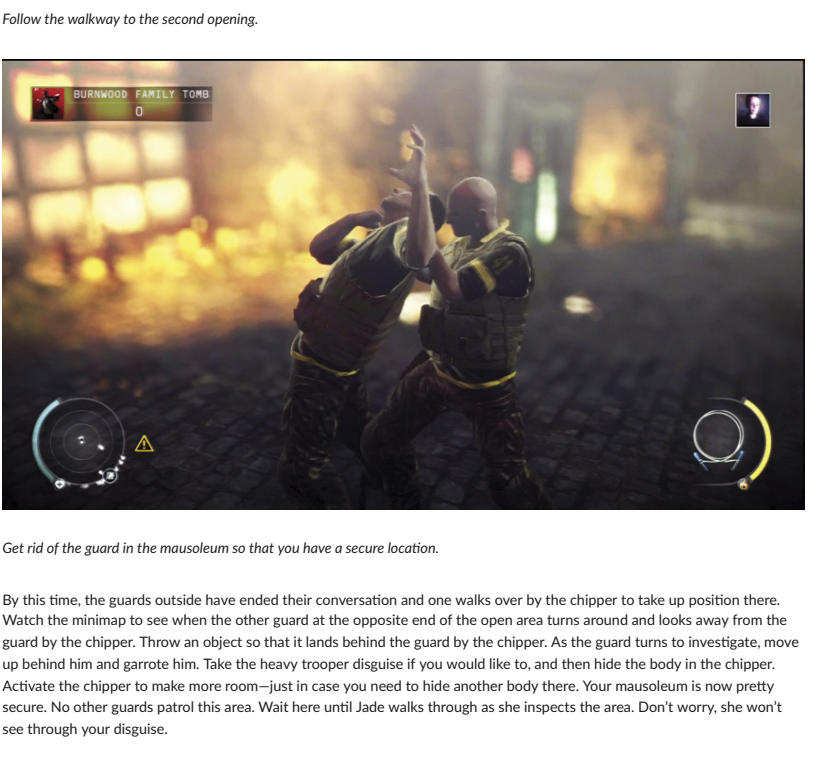
Locate Jade

Jade. Outwardly, she is loyal to Travis, but her ICA psych profile indicates high levels of ambition and strategic reasoning. You do not doubt that she is plotting to take Travis's place as Head of Division. She could have been a useful ally, but she knows too much.

As you enter the middle area of the cemetery, it is a good idea to put on a grunt disguise from the previous area. Follow the brick walkway right past the first opening on the left, and then go into the second. There are a couple of guards taking to one another in the distance, so move into the mausoleum on the right. There is a single guard inside. Use an object, such as the dog bone by the chipper you pass before you get to the mausoleum, to distract him. Subdue or kill him silently, and then hide his body in the alcove along the wall.

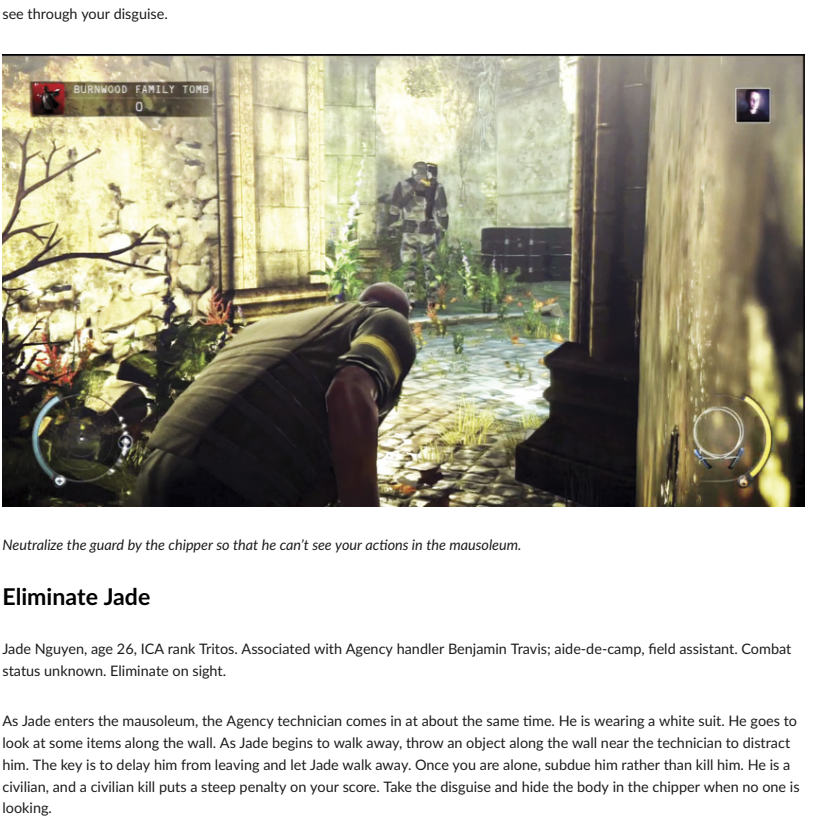


Follow the walkway to the second opening.



Get rid of the guard in the mausoleum so that you have a secure location.

By this time, the guards outside have ended their conversation and one walks over by the chipper to take up position there. Watch the minimap to see when the other guard at the opposite end of the open area turns around and looks away from the guard by the chipper. Throw an object so that it lands behind the guard by the chipper. As the guard turns to investigate, move up behind him and garrote him. Take the heavy trooper disguise if you would like to, and then hide the body in the chipper. Activate the chipper to make more room—just in case you need to hide another body there. Your mausoleum is now pretty secure. No other guards patrol this area. Wait here until Jade walks through as she inspects the area. Don't worry, she won't see through your disguise.

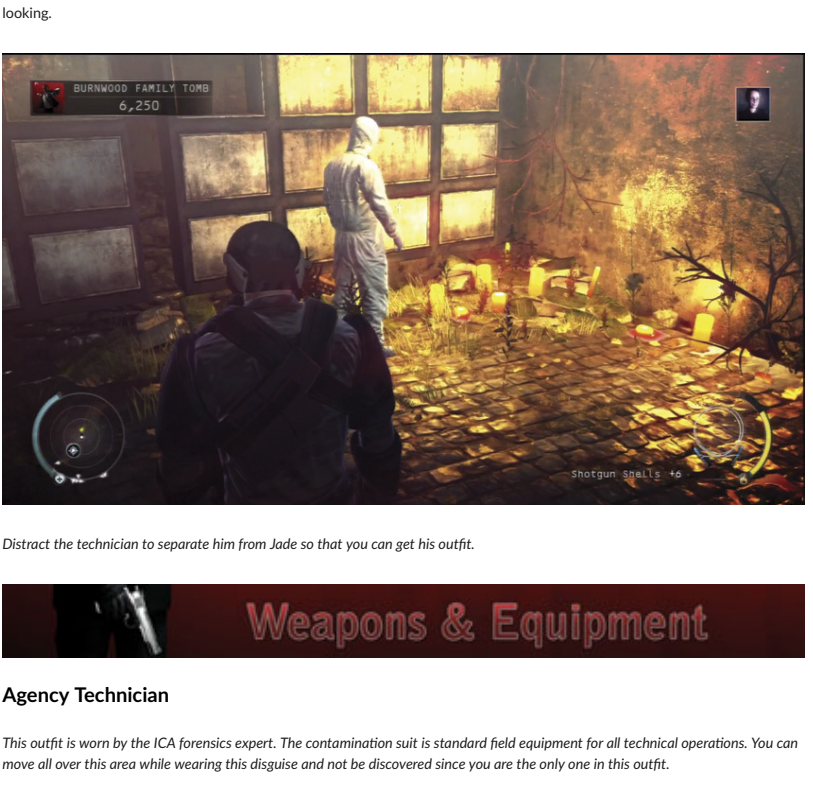


Neutralize the guard by the chipper so that he can't see your actions in the mausoleum.

Eliminate Jade

Jade Nguyen, age 26, ICA rank Tritos. Associated with Agency handler Benjamin Travis; aide-de-camp, field assistant. Combat status unknown. Eliminate on sight.

As Jade enters the mausoleum, the Agency technician comes in at about the same time. He is wearing a white suit. He goes to look at some items along the wall. As Jade begins to walk away, throw an object along the wall near the technician to distract him. The key is to delay him from leaving and let Jade walk away. Once you are alone, subdue him rather than kill him. He is a civilian, and a civilian kill puts a steep penalty on your score. Take the disguise and hide the body in the chipper when no one is looking.



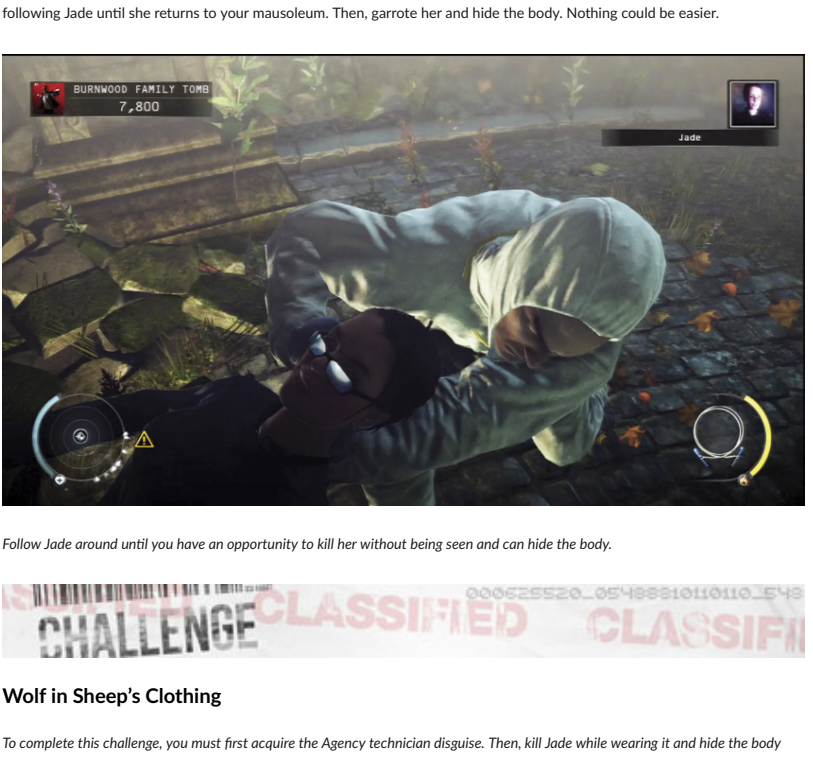
Distract the technician to separate him from Jade so that you can get his outfit.

Weapons & Equipment

Agency Technician

This outfit is worn by the ICA forensics expert. The contamination suit is standard field equipment for all technical operations. You can move all over this area while wearing this disguise and not be discovered since you are the only one in this outfit.

Catch up to Jade and follow her around her routes. You can pick up the evidence on a crate in the area around the crane. Keep following Jade until she returns to your mausoleum. Then, garrote her and hide the body. Nothing could be easier.



Follow Jade around until you have an opportunity to kill her without being seen and can hide the body.

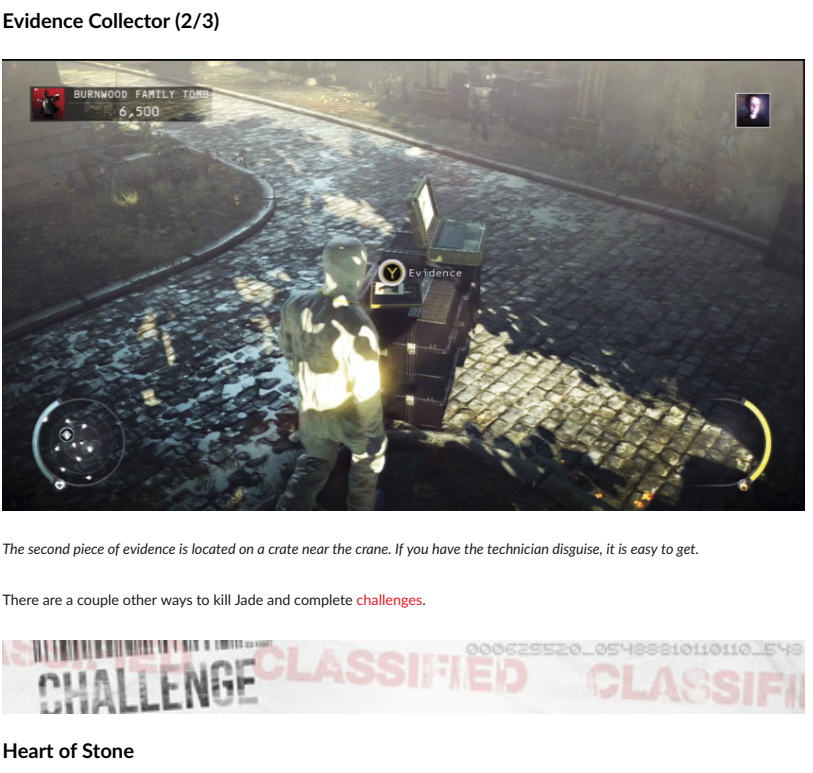
CHALLENGE

Wolf in Sheep's Clothing

To complete this challenge, you must first acquire the Agency technician disguise. Then, kill Jade while wearing it and hide the body without being seen.

CHALLENGE

Evidence Collector (2/3)

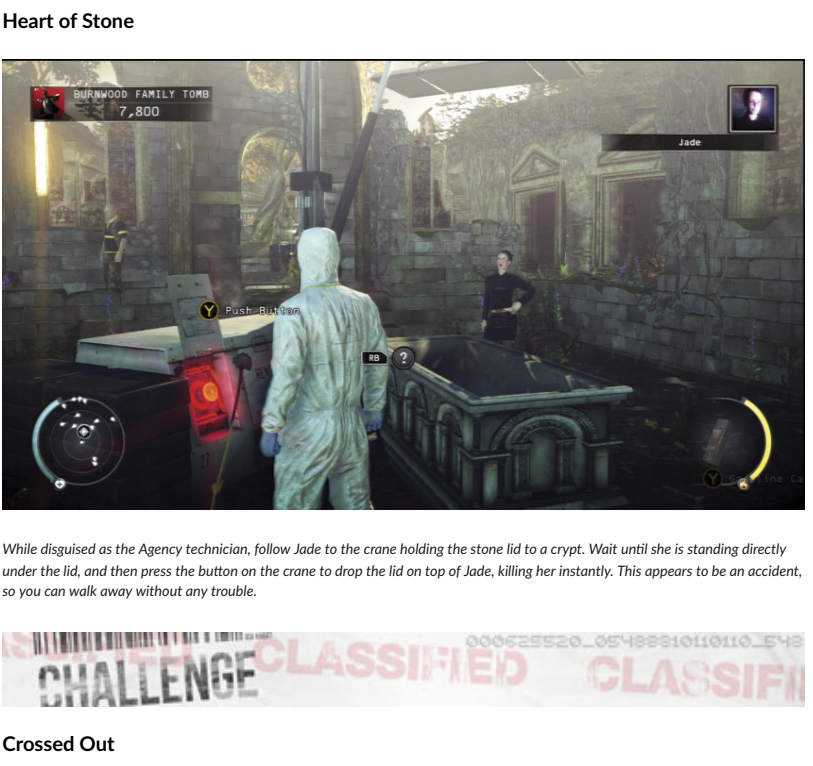


The second piece of evidence is located on a crate near the crane. If you have the technician disguise, it is easy to get.

There are a couple other ways to kill Jade and complete challenges.

CHALLENGE

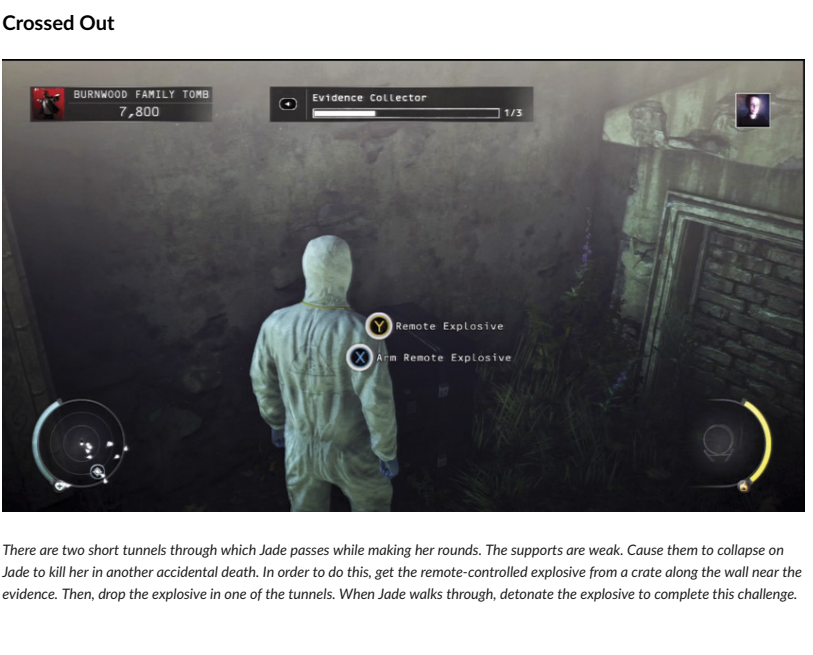
Heart of Stone



While disguised as the Agency technician, follow Jade to the crane holding the stone lid to a crypt. Wait until she is standing directly under the lid, and then press the button on the crane to drop the lid on top of Jade, killing her instantly. This appears to be an accident, so you can walk away without any trouble.

CHALLENGE

Crossed Out



There are two short tunnels through which Jade passes while making her rounds. The supports are weak. Cause them to collapse on Jade to kill her in another accidental death. In order to do this, get the remote-controlled explosive from a crate along the wall near the evidence. Then, drop the explosive in one of the tunnels. When Jade walks through, detonate the explosive to complete this challenge.

BURNWOOD FAMILY TOMB
35,438

CHALLENGE

Numb

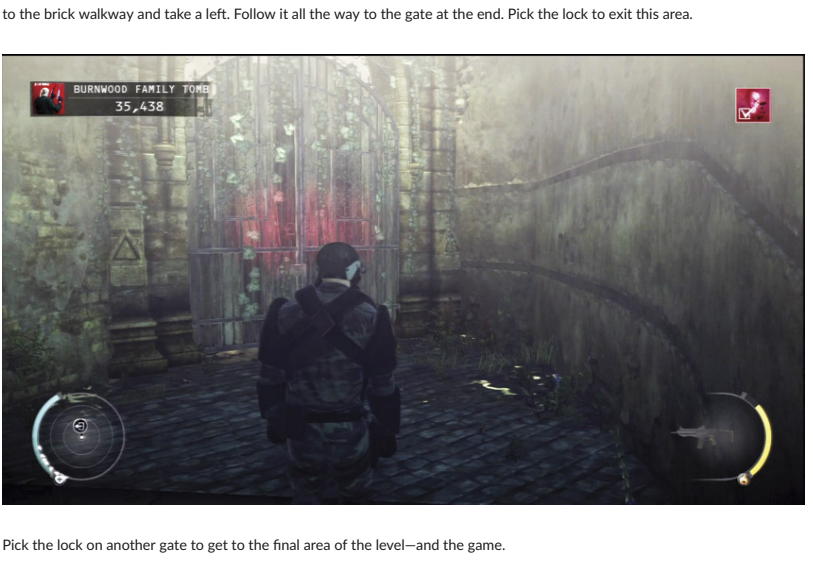
Complete both Heart of Stone and Crossed Out to earn this challenge.

> **Tip**
>
> Before leaving this area, you may want to change into a grunt or heavy trooper disguise so you don't go into the final fight wearing a white contamination suit.

Find the way to the Crematorium

Travis has taken shelter in the crematorium at the top of the hill. With Jade gone, only he remains.

Now, all that is left is to leave this area and advance to the final part of the cemetery where the crematorium is located. Return to the brick walkway and take a left. Follow it all the way to the gate at the end. Pick the lock to exit this area.



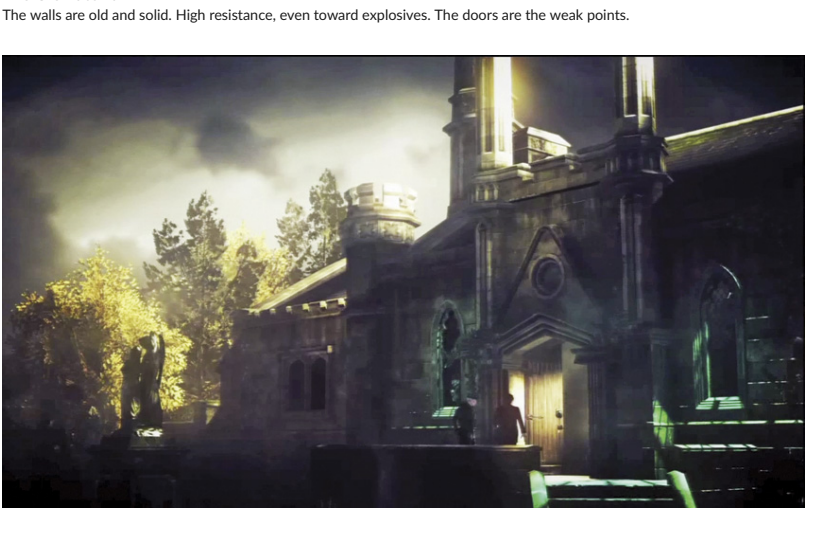
Pick the lock on another gate to get to the final area of the level—and the game.

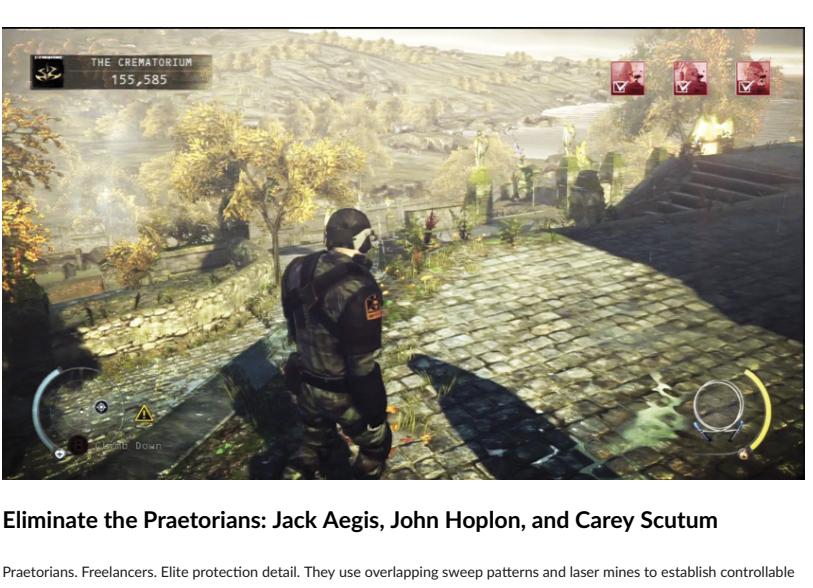
CHALLENGE

Suit Only

This is the only area that is a bit tougher to get through without a disguise. However, the best way to complete this is to clear out the mausoleum as detailed earlier in the walkthrough. Then, hide and wait for Jade to walk in. Kill her and make your way to the gate. In the other two areas, the cemetery entrance and the crematorium, you don't need a disguise since you are hiding behind cover almost all of the time.

The Crematorium
The walls are old and solid. High resistance, even toward explosives. The doors are the weak points.

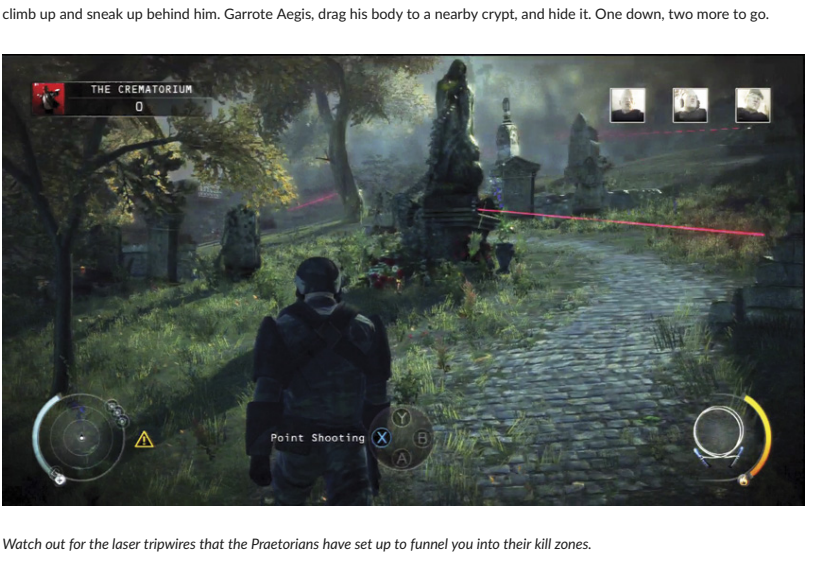




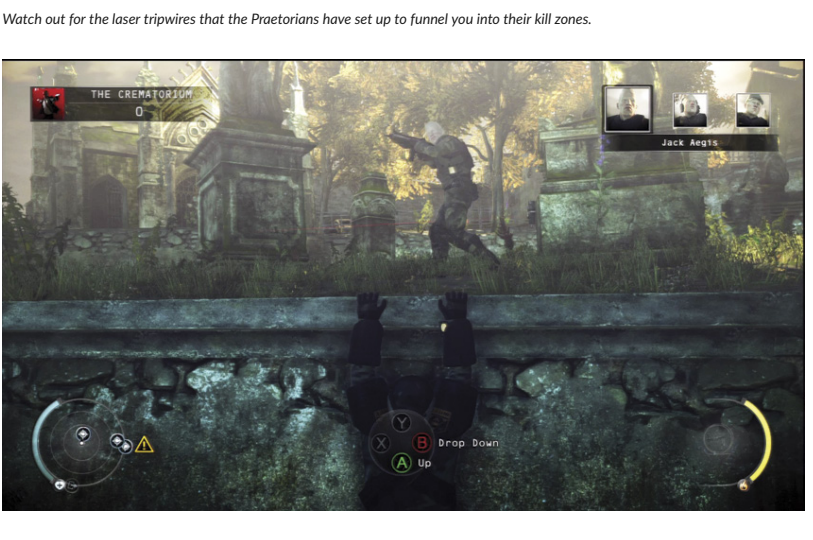
Eliminate the Praetorians: Jack Aegis, John Hoplon, and Carey Scutum

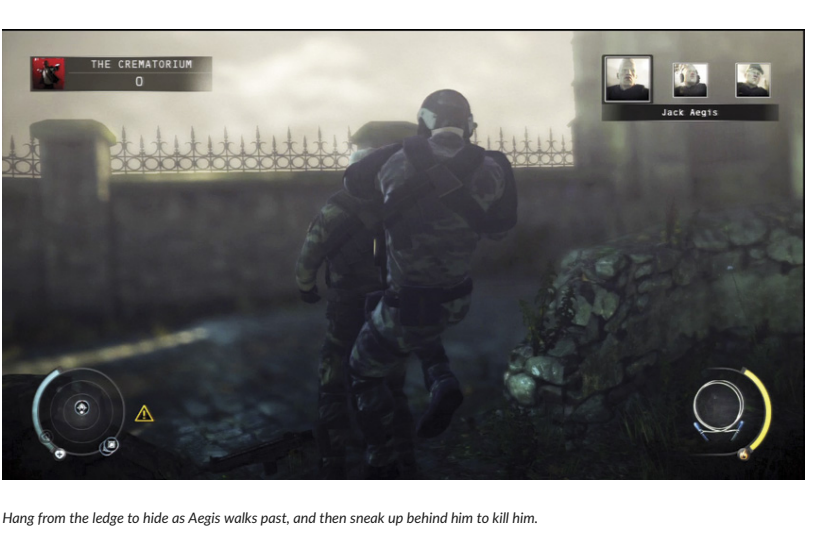
Praetorians. Freelancers. Elite protection detail. They use overlapping sweep patterns and laser mines to establish controllable attack corridors. Very dangerous. Isolate and eliminate.

The Praetorians may be tough, but they are no match for Agent 47. All three of them patrol the back area near the crematorium. Jack Aegis covers the left approaches, John Hoplon, the right, and Carey Scutum the center. Aegis is the easiest to take out. Crouch down and move toward the left rear corner. Activate your Instinct to see the laser tripwires, which are attached to explosives. Avoid these. As you approach the steps on the left side, move to the ledge and jump up. Hang from the ledge and wait for your target. Aegis walks right past you from the right to the left edge of the area. As soon as he passes, climb up and sneak up behind him. Garrote Aegis, drag his body to a nearby crypt, and hide it. One down, two more to go.



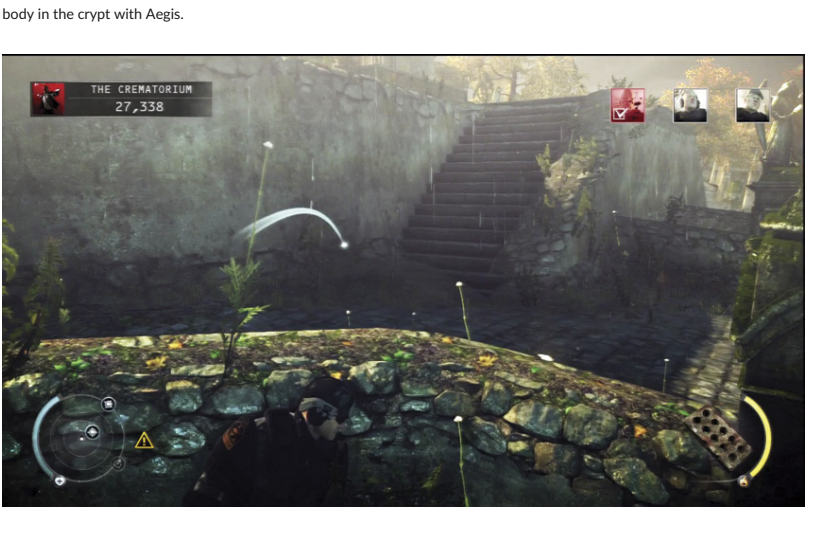
Watch out for the laser tripwires that the Praetorians have set up to funnel you into their kill zones.

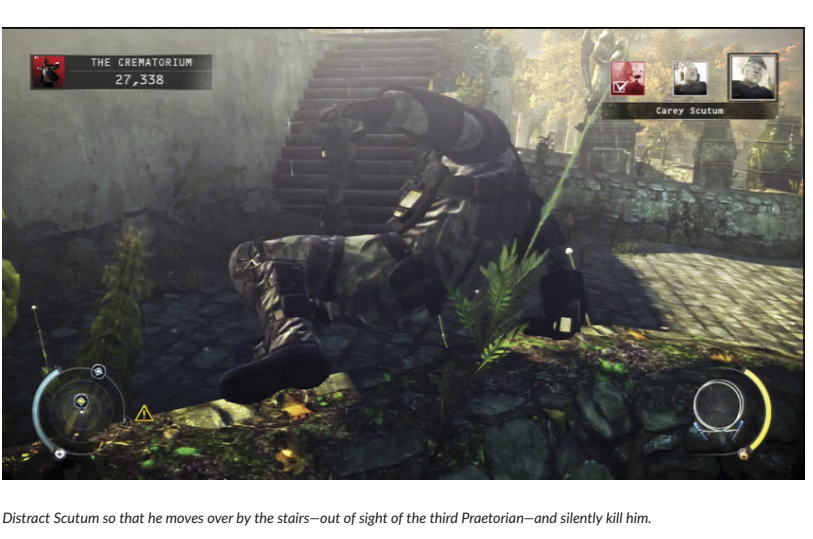




Hang from the ledge to hide as Aegis walks past, and then sneak up behind him to kill him.

Next, go after Carey Scutum. He patrols the center. Follow the brick walkway along the back toward the center. Move into the grassy area and hide behind the low wall near a crate. Make sure that you have something to throw. Scutum comes over by the crate, which is the leftmost part of his patrol. After looking around, Scutum starts walking to the other side of his patrolling path. Wait until he turns around so that he won't see you throw the object, and then toss it near the foot of the stairs. As he goes to investigate, let him pass. Scale the wall and get in behind him to garrote him. If you want some extra points, hide the body in the crypt with Aegis.

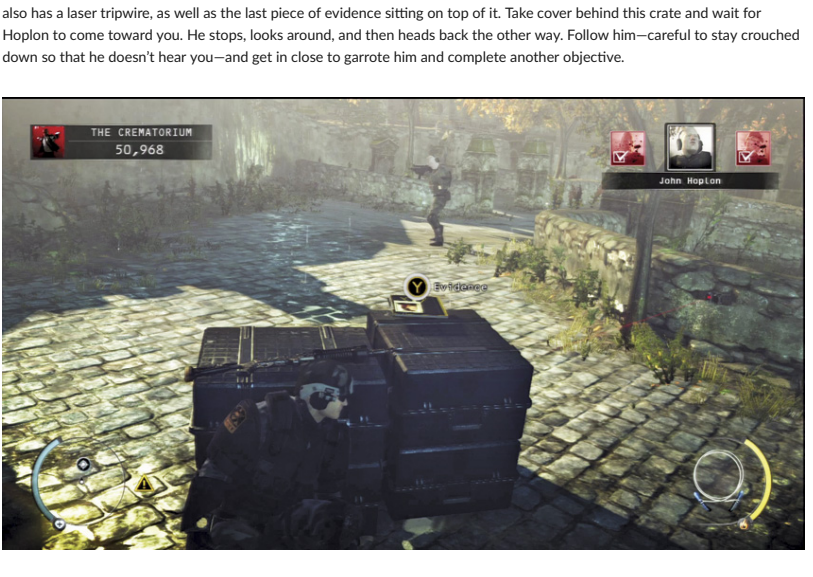


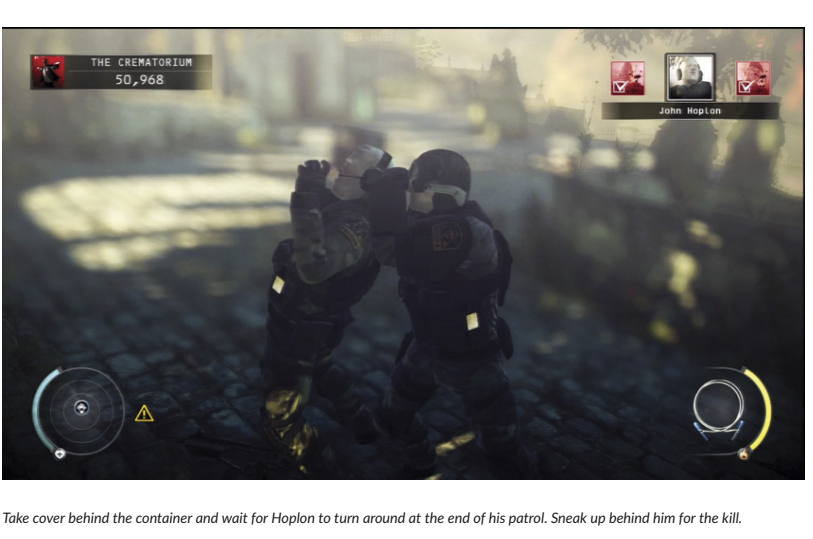


Distract Scutum so that he moves over by the stairs—out of sight of the third Praetorian—and silently kill him.

> **Tip**
>
> If you decide to shoot the Praetorians, use both of your Silverballers and fire several times to ensure you kill them. It is important to use the silenced pistols so that you don't alert the other Praetorians to your presence.

John Hoplon is the only Praetorian remaining. He is on the right side of the crematorium. Watch his movement. As he begins walking away from you, move around the crate with the laser tripwire on the left side to the crates on the right side. This one also has a laser tripwire, as well as the last piece of evidence sitting on top of it. Take cover behind this crate and wait for Hoplon to come toward you. He stops, looks around, and then heads back the other way. Follow him—careful to stay crouched down so that he doesn't hear you—and get in close to garrote him and complete another objective.





Take cover behind the container and wait for Hoplon to turn around at the end of his patrol. Sneak up behind him for the kill.

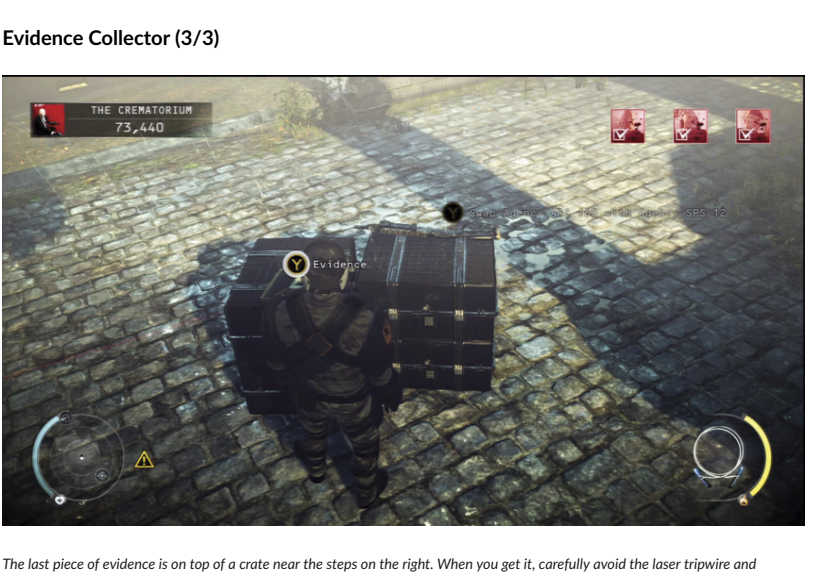
CHALLENGE

Predator

Kill all three Praetorians with the fiberwire to complete this challenge.

CHALLENGE

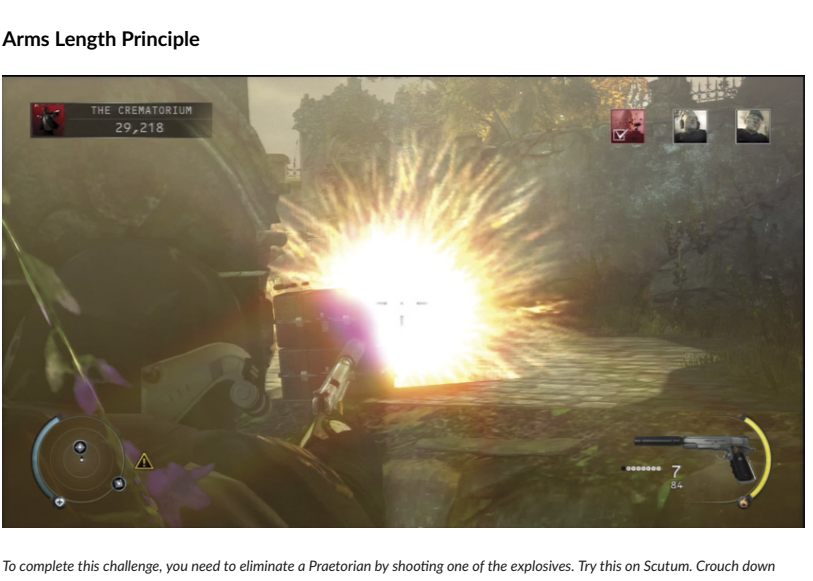
Evidence Collector (3/3)



The last piece of evidence is on top of a crate near the steps on the right. When you get it, carefully avoid the laser tripwire and explosives that are also on the crate.

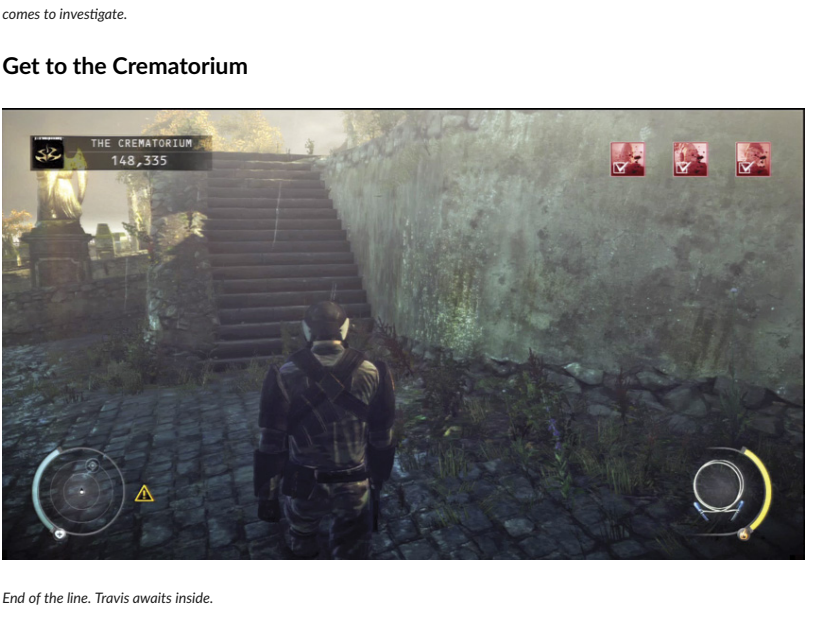
CHALLENGE

Arms Length Principle



To complete this challenge, you need to eliminate a Praetorian by shooting one of the explosives. Try this on Scutum. Crouch down behind a low wall so you have a shot at the explosive on the crate. Then, as Scutum walks near the crate, fire a single shot with your silenced Silverballer to detonate the explosive and kill the Praetorian. Once you make the shot, quickly take cover in case Hoplon comes to investigate.

Get to the Crematorium

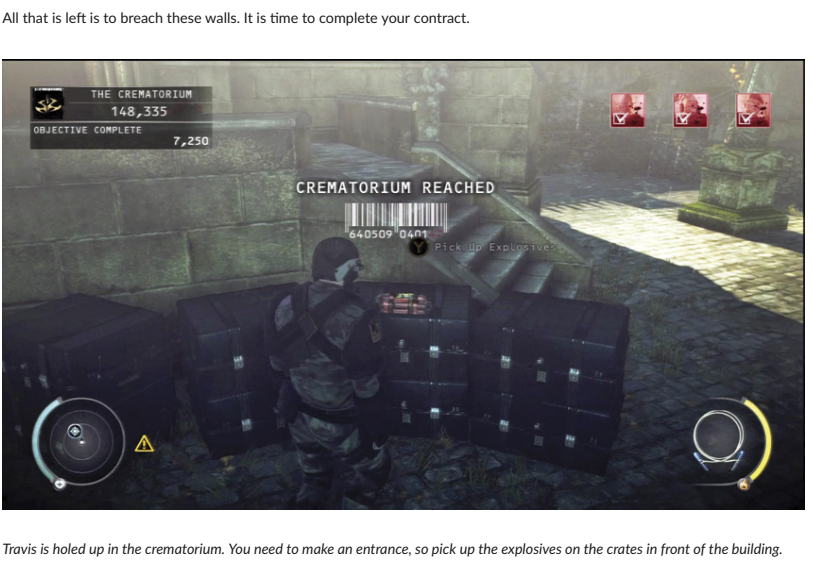


End of the line. Travis awaits inside.

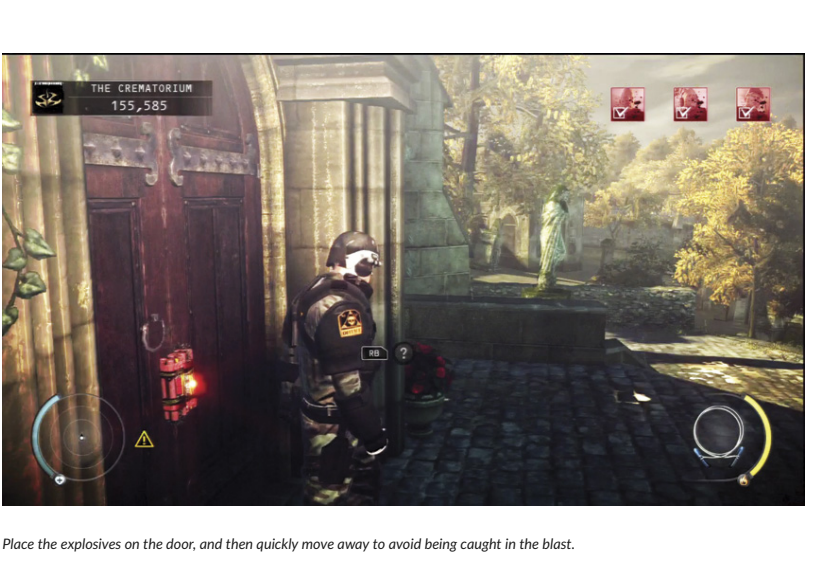
After all three of the Praetorians are dead, walk up the stairs to the raised platform in front of the crematorium.

Deal with Benjamin Travis

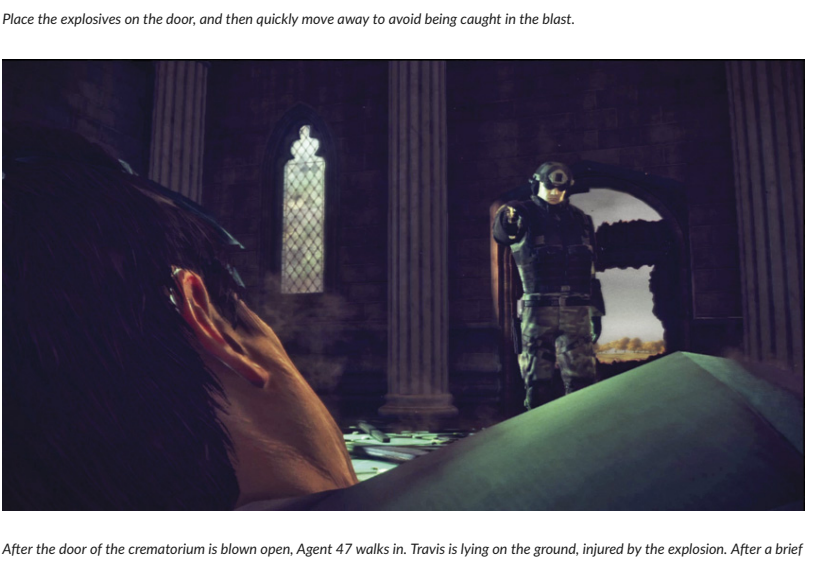
All that is left is to breach these walls. It is time to complete your contract.



Travis is holed up in the crematorium. You need to make an entrance, so pick up the explosives on the crates in front of the building.



Place the explosives on the door, and then quickly move away to avoid being caught in the blast.



After the door of the crematorium is blown open, Agent 47 walks in. Travis is lying on the ground, injured by the explosion. After a brief conversation, Agent 47 completes Diana's contract and eliminates Travis.

CHALLENGE

A Personal Contract

Eliminate Travis and finish the level—and the game—to complete this challenge.

CHALLENGE

Mastery: Absolution

Complete all of the challenges for this level in order to earn this final challenge.

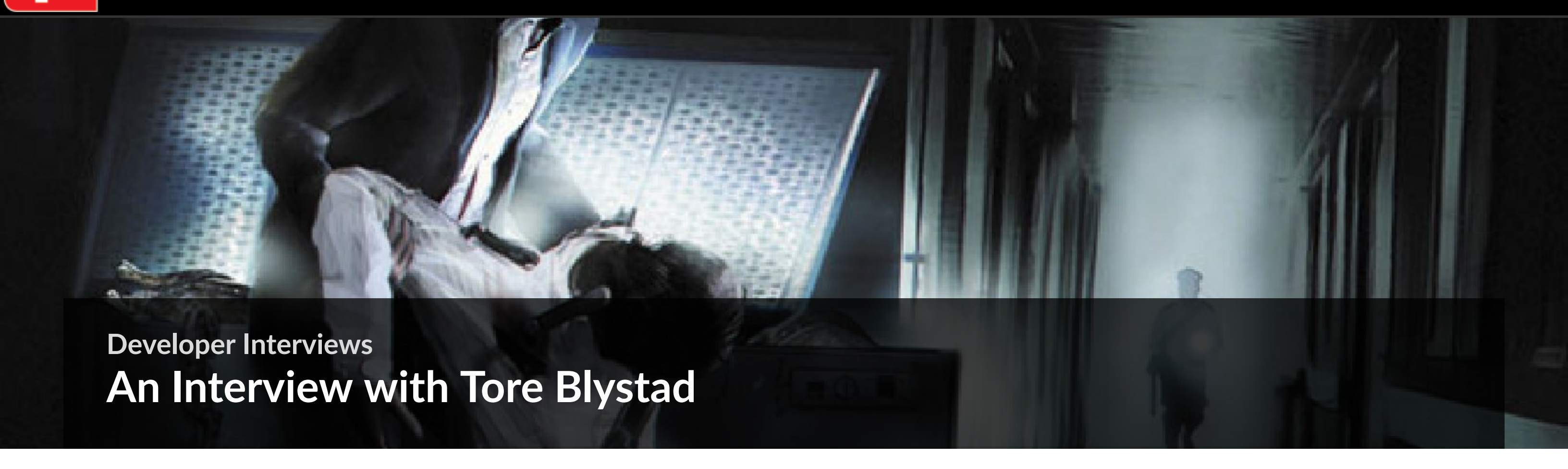
CHALLENGE

The Complete Assassin

Complete all of the challenges for all of the levels to get this ultimate challenge.

Achievements

A Personal Contract: In order to earn this award, assassinate Travis and complete Diana's contract.



Developer Interviews

An Interview with Tore Blystad

Tore Blystad

GAME DIRECTOR FOR HITMAN: ABSOLUTION

What are some highlights of your professional background?

- Started working with games in 1994, on SNES and Sega Mega drive
- Worked on the MMO Anarchy Online
- Worked on Hitman Blood Money as Art Director
- Have held a large amount of positions, from animator and environment artist to art director and game director.

How long have you been working on Hitman: Absolution?

Since the beginning.

What are your main responsibilities for Hitman: Absolution and which do you consider the most challenging? Why?

My responsibility is creative direction in all areas, so a big challenge has been to get all the different departments to work in the same direction and keep track of all the different assets. Absolution is a large and diverse game and there are probably around 100,000 assets of different kinds that need to be reviewed from time to time.

Working on unfinished technology means that it is very challenging to build prototypes of the gameplay, especially for a game as emergent as Hitman.

To create a highly cinematic and directed game while retaining all the freedom of choice from the previous Hitman games.

What are your goals for the project and some of the challenges?

Making a cinematic game has been a big goal for me, cinematic in the way that the game creates a sense of drama for the player, but on the player's conditions. It has to be dependent on the choices the player makes. This puts a lot of pressure on the different systems in the game, as the AI, dialogue, and the dynamic music system need to compensate for the scripted drama that linear games would normally use to create drama.

Making a game that feels personal and genuine. In these days, big title games are becoming increasingly "corporate" as teams gets bigger and more and more gets outsourced, but we have always tried to keep a strong human touch in Absolution.

We have strived to make a beautiful and rich game world. The ultimate goal has been that every location, even every asset should have a personal touch, a sense of history and belonging in the world. This put a lot of pressure on the artists but it also challenged them to think twice before creating assets.

What do you want the player to experience as they play Hitman: Absolution?

Hitman: Absolution is the player's game, and we have gone to great lengths to make sure that the game is as flexible and open as possible. We want the player to have an experience that is their own rather than something that is dictated by the game.

What is your favorite element of Hitman: Absolution that differentiates it from other stealth/assassination games?

The different civilian locations combined with disguises give Hitman a different feeling than any other stealth/assassination game.

What new features are included in Hitman: Absolution?

- New cover system for both stealth and combat gameplay
- Instinct
- Point shooting
- Disguise, blend in, and hiding in plain sight

Why did you decide to include Instinct, point shooting, hiding in plain sight, and other new features? How do they impact gameplay?

Instinct was added to the game for several reasons. First of all, we needed some tools to deal with the AI as they have become increasingly powerful. We saw from early play testing that players, even seasoned team members, would play the game in a very defensive manner. We tried several measures to give the player more information about the world and immediate surroundings so the feeling of playing would be less punishing and claustrophobic, and Instinct was born. Secondly, we needed to make the player aware of the different interactive elements in the level and the objective locations, basically the features of an interactive map. So we moved all the map features into the world, so to speak, so the player could always have the needed information instantly available.

Point shooting came about as we were focusing on making gunplay more relevant for a Hitman game. From a fantasy perspective, Agent 47 is a specially trained, genetically enhanced super assassin, so it is only natural that he has highly skilled gunplay and has highly tuned senses. He can walk into a room and instantly know where all the enemies are located and know how to take them down. And as we wanted a cinematic experience, point shooting was implemented as a strong visual feature where the player can take control with the cinematic camera. Point shooting is a powerful feature but it does come with a high price, both in rating and in Instinct cost.

Disguises have always been a central feature in Hitman games and with Absolution we really wanted to take it a step further. When disguised, the player can use his Instinct powers to blend in past suspicious NPC's, and he can "hide in plain sight" by using outfit-specific objects around the world. It can be eating donuts disguised as a police officer, using a microscope disguised as a scientist, or using a gavel and sentencing a prisoner disguised as a judge. Hiding in plain sight enables the player to enter a hostile environment and stand at a stationary place to survey the area and figure out their next move.

How do mission challenges change the way people play the game?

Challenges have enabled us to show all the diversity of Absolution to the player. In previous Hitman games there was a lot of content that was never seen by the players as there was such a large amount of ways of playing them. With challenges, the player can instantly see the amount of content available and can pick and choose which experiences they are interested in.

How important do you feel a multiplayer component is to a game like Hitman: Absolution?

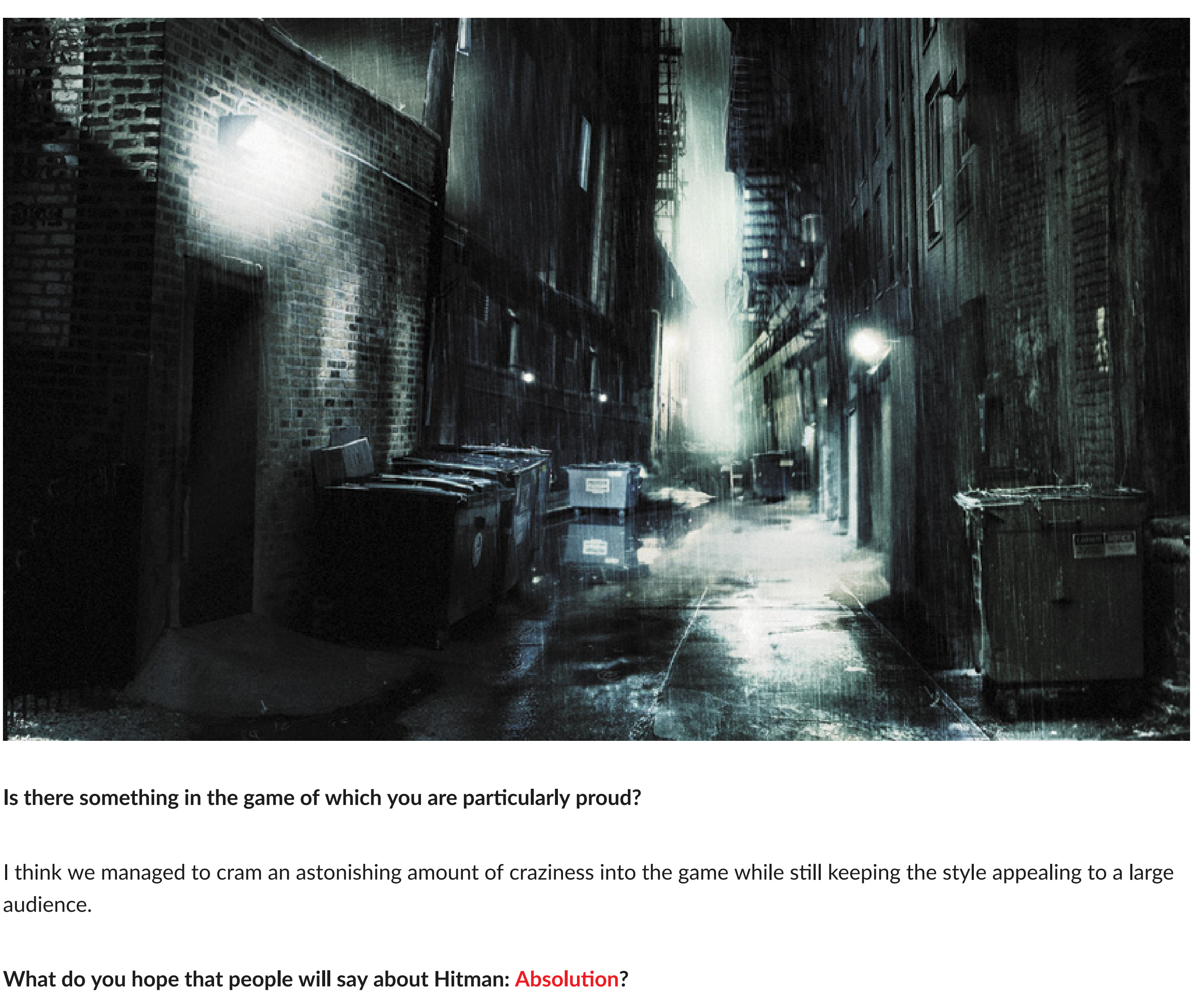
Every game needs to look at their gameplay and feature set and see if there is a natural way of implementing a multiplayer mode that fits the game. Playing Hitman games are normally not a social experience as they require a lot of skill and patience, while sharing the experiences has always been very social. We have a large community that are constantly debating ways of playing the game and we believe the new Contracts mode fits very well with our player base.

What factors led to including the Contracts feature that allows players to create challenges for other players?

Hitman fans have been doing this for years with the previous Hitman games and we got the inspiration for this mode from the community. We originally thought we would need an editor, which caused all kinds of problems for us, as that reduces the amount of players creating content to a very small group, and it was only when someone on the team came up with the brilliant idea of "playing to create" Contracts that everything fell into place. This way, the creator not only guarantees that his content is possible to play, he also has to challenge himself to come up with an interesting and challenging experience.

How do you expect the gaming community to respond to Contracts?

All indications we have had is that players love Contracts, and internally we have had severe concentration problems on the team as many people were clocking in a lot of hours playing and creating Contracts.



Is there something in the game of which you are particularly proud?

I think we managed to cram an astonishing amount of craziness into the game while still keeping the style appealing to a large audience.

What do you hope that people will say about Hitman: Absolution?

Of course I hope that players will love Absolution, we have worked incredibly hard to create this game, and the greatest award we can get is that the players love it.

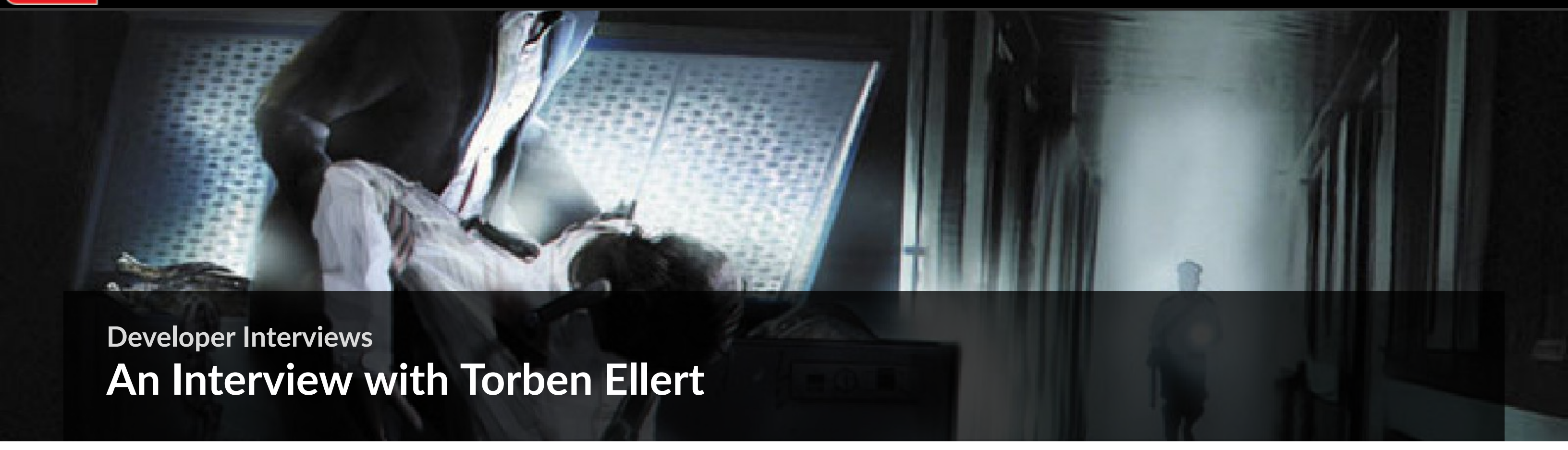
I hope players will share all their unique experiences with each other, as this is one of the strengths of the Hitman games, "How did you play that level?"...

I hope players will enjoy and explore the world we have created, both the locations and the people inhabiting it.

What are your thoughts about the evolution of the Hitman franchise over the years?

Hitman started as a very hardcore game. Codename 47 was notoriously difficult as well as being a highly sophisticated game. The technology was far ahead in many areas and the whole concept was pretty unique. During the next three games, from Silent Assassin through Contracts to Blood Money, the concept was essentially the same, while the features and production values evolved from one title to the next.

With Absolution it was a goal for us to take a big step forward while still being true to the Hitman legacy. All mechanics were rethought and re-implemented to be more efficient and natural to use. Hitman games have a really complex feature set but we wanted to make the game easy to pick up and play, so we worked a lot with the controls and with the tutorials, so that players are trained in both features and mind set early on.



Developer Interviews

An Interview with Torben Ellert

Torben Ellert

Game Designer for *Hitman: Absolution*

Mastering Contracts

Completing a Contract is one thing, mastering it is quite another. If you want to rise to the top of the leaderboards, earn money for upgrades, and beat your friends in Contract Competitions, you will need to plan, think on your feet, and execute the Contract perfectly. These tips from the Contracts Game Designer Torben Ellert will help you on your way.

1. Scout the Contract

Your first attempt at a new Contract should always be about scouting the scene, and then making your plan. Take the time to find your targets, and check how they interact. See if there is any way to get close by using a distraction. Check for alternate routes that can get you from one target to another quickly, and make sure you know the patrol paths for moving enemies, as these will often put them into exposed situations.

2. Make sure you complete the Conditions

You should always try to complete all of the Bonus Conditions on a Contract, as this will earn you a much higher score than simply gunning your targets down and running. This will also earn a substantially better payout. Keep in mind that some Bonus Conditions are more valuable than others.

3. Get your targets close together

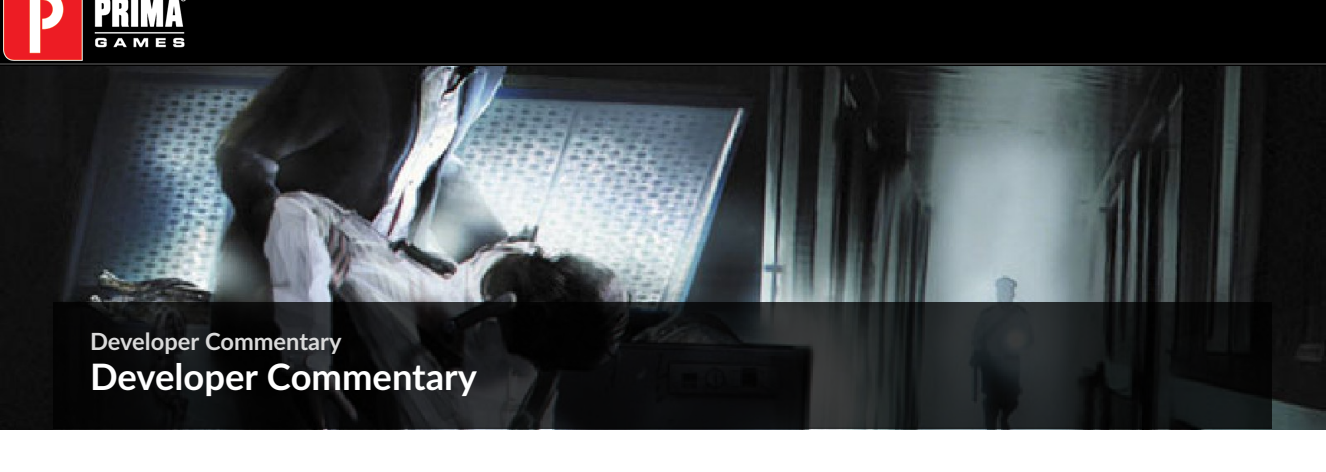
Once you make your first kill, the clock starts ticking. The faster you complete the Contract, the higher the payout you will get, so try to get your targets close to one another. If you need to kill a target using an accident or an environmental effect (like poison, or electrocution) then this should be your first target. Try to minimize the time taken to get to your other targets. Check if you can use remote explosives, or a long-ranged sniper shot to pick off a target from a great distance.

4. Move quickly to the exit

It bears repeating. Once you've gotten all of the Bonus Conditions, you must move quickly to complete the Contract. Run if at all possible, and take shortcuts to get to the exit, and make it out. Make sure that you don't attract attention doing so if the "Do Not Be Spotted" Condition is active, however!

5. Use the AI to your advantage

You can use the way that the game's AI works to lure targets to you, or to get them to move into new positions. Try causing panic to get guards to move, or distractions to line them up for a sniper shot, or an accident kill.



Developer Commentary

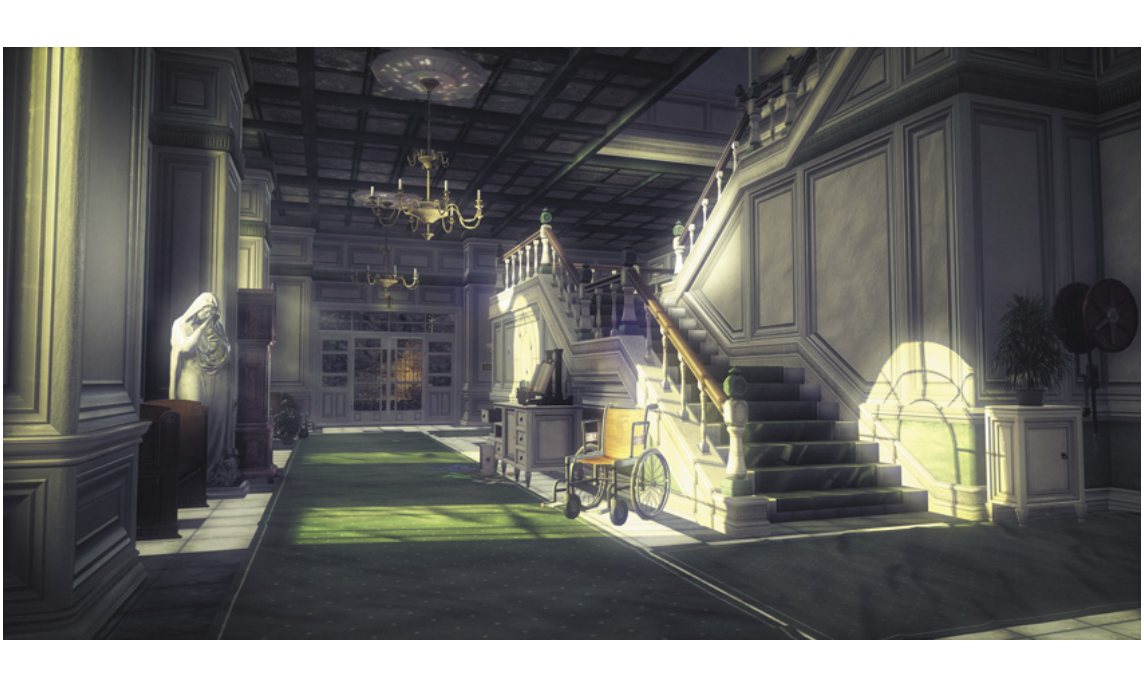
Tore Blystad

Game Director

Roberto Marchesi

Art Director

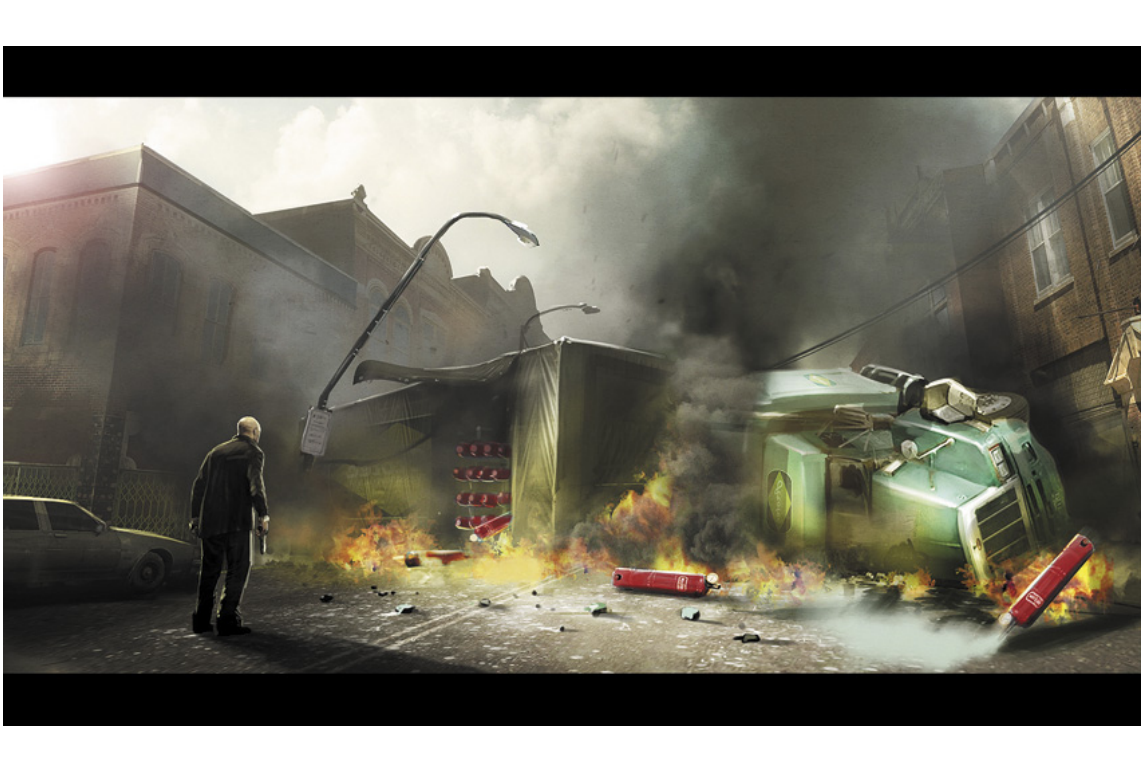
Tore Blystad and Roberto Marchesi give some insight into the creation of some of the concept art that was used to help the production of Hitman: Absolution.



ROBERTO

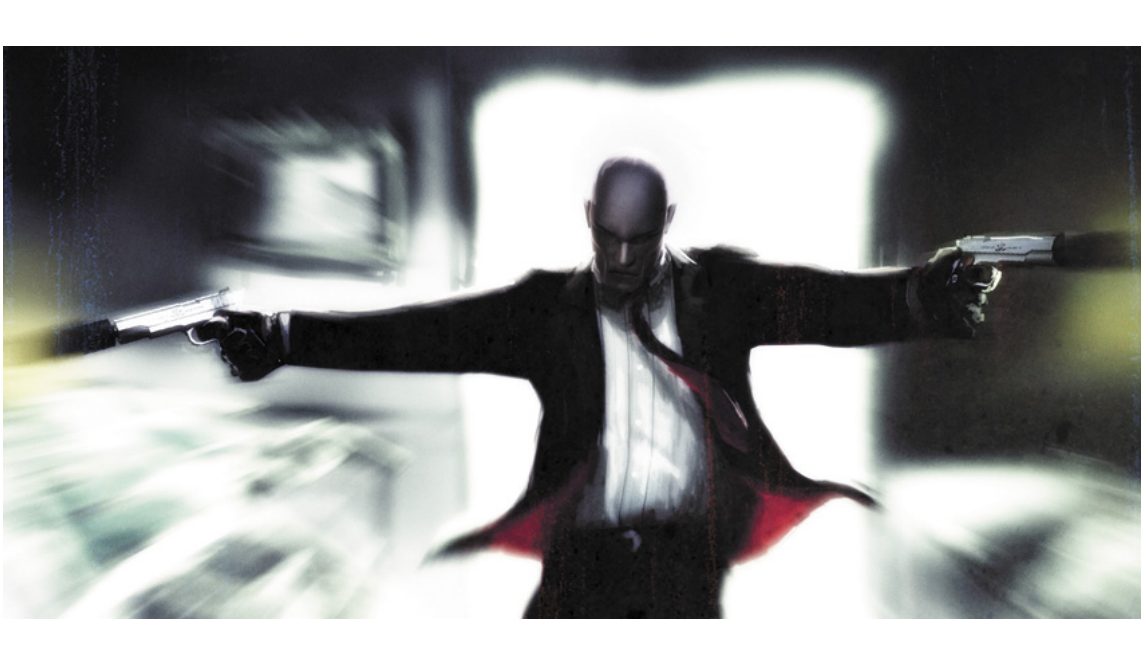
When we started designing the Rosewood Orphanage, we knew that we wanted a level that had a very different feel from the previous "Chicago" levels. The player had to feel safe in the beginning, and the level had to be a shelter from the previous hectic chase. However, things go south pretty quickly with the arrival of Wade and his gang of goons.

Originally, the theme of the level was one of contrast, where the goons and the nuns where two extremes clashing together. The wake of destruction Wade's boys leave after them was also great fun for the 3D artists to implement!



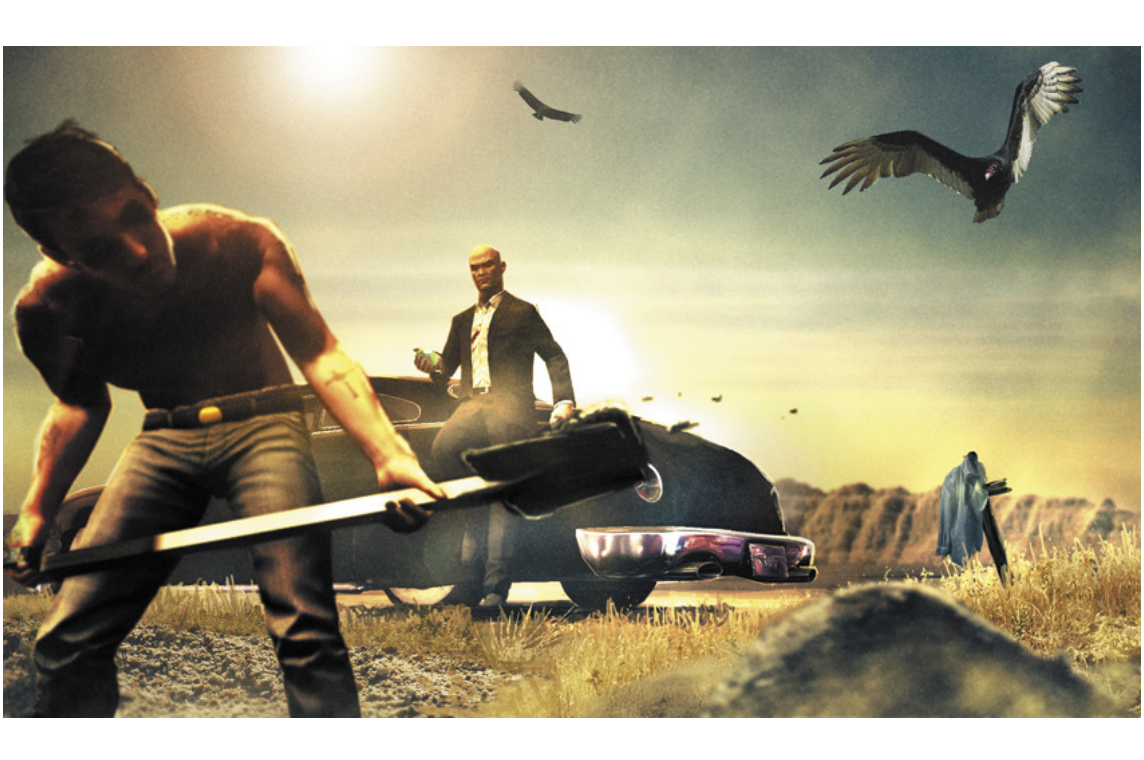
ROBERTO

Agent 47's arrival to Hope shakes things up quite a bit. At the start of the project, we really wanted to level a town to the ground and this concept shows one of the phases of the street warfare that occurs during the "Burn" level. The red canisters that have spilled out of the container were supposed to explode in all directions and rain fire left and right. After a while, we decided that might be a bit too extreme, so we settled on blowing up a bourbon distillery instead!



TORE

This was the very first concept made for 'cinematic gun play', something we really wanted to work with for Absolution. As you can see, 47 is shooting in two directions and we had a prototype where the player could control each gun independently, but it was too difficult to handle and it was cut. Another feature, Point Shooting, emerged from the ashes.



TORE

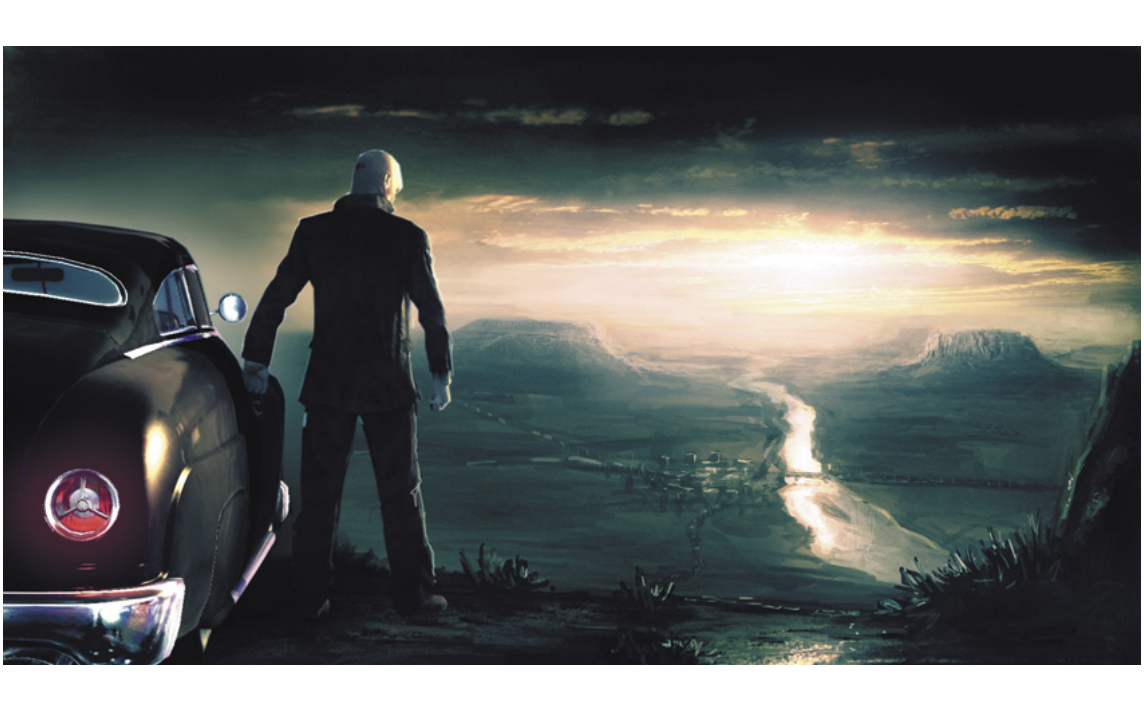
As part of our ambition to 'humanize' the targets more than previous games, we were even exploring targets that were unable to fight back. Lenny 'the limp' Dexter is kind of a tragic character, the unwanted son of the main villain, unable to fulfil his father's dreams for a good son. Lenny is also jealous of his father's admiration for Wade, a vicious hired mercenary.

The player knows all this when standing with Lenny, making him dig his own grave. What we discovered was that this actually divided the development team. Some hated Lenny and would kill him immediately and laugh doing it, while others had sympathy for him and wanted to give him the benefit of doubt. In the end, we added the possibility of leaving him alive.

ROBERTO

This concept is one of the images that represent the Hitman fantasy in its purest and coldest form. The act of digging your own grave is so sinister, that some players might lose empathy towards 47.

This is by far my favorite level in the game. At first glance it is deceptively simple, but if players start poking around and threaten poor Lenny with different weapons they will be rewarded with tons of true Hitman moments!



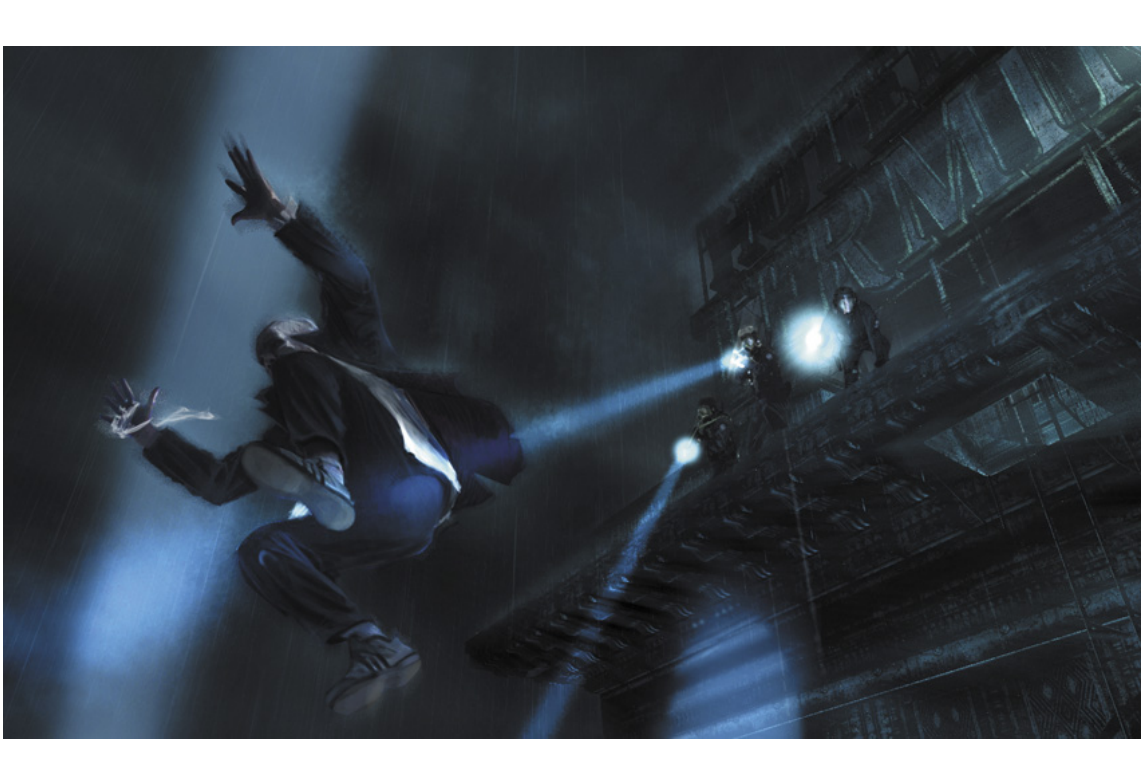
ROBERTO

Concepts rarely survive the changes of production unchanged, and it is amazing how much the final result in the game looks like the original drawing.

This was one of the first concepts of the game, and I remember clearly the first time I saw the cut scene based on this scene in particular. It was almost 1 to 1 to the concept, and I had a very strong sense of déjà vu seeing the animation play out.

TORE

This is the first concept made from 'Hope, South Dakota' but at that time, it had no name or location. The location of the Badlands, which is a national park in South Dakota, came to us in the most unexpected way. On a plane back to Copenhagen from China, we stopped in transit at Moscow airport, and met a guy from Chicago who told about an amazing desert area he used to visit. When we saw the pictures, we knew we had found our location and ordered tickets to go location scouting in the area to find our 'Hope'.

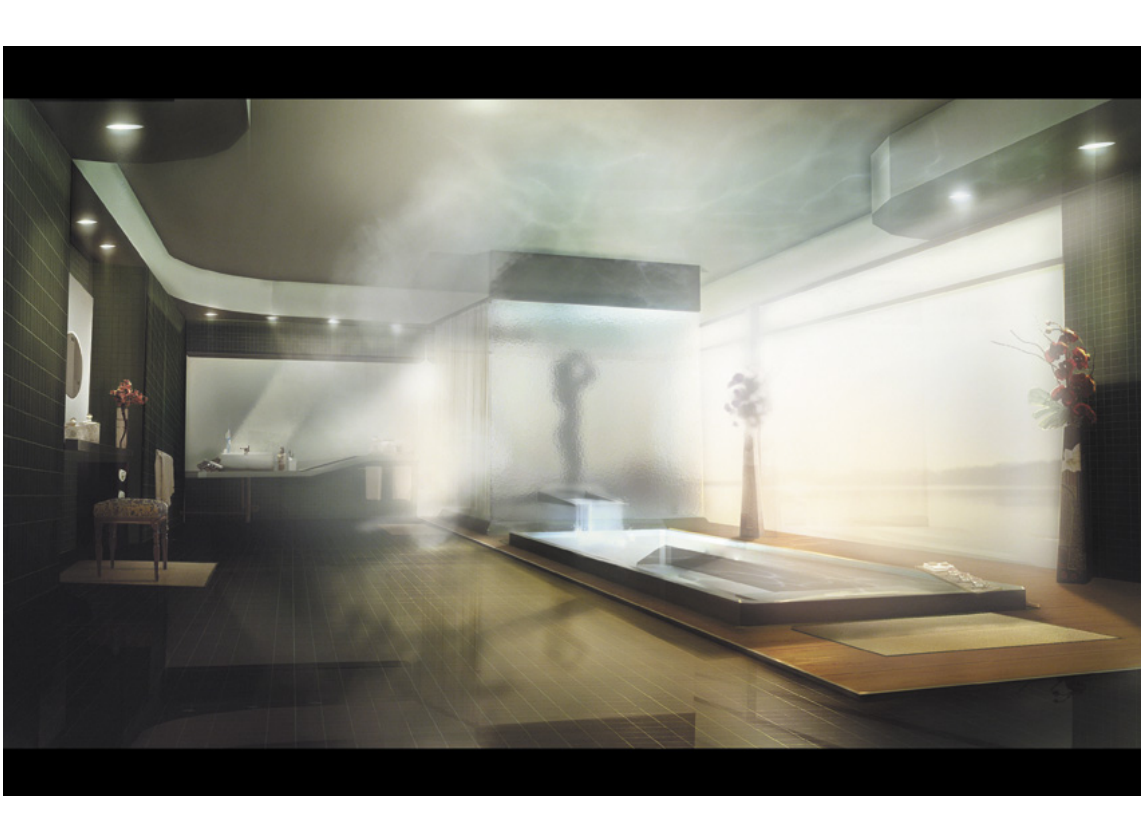


ROBERTO

During the early phases of a project, the team has to take liberties and push the limits of what is considered possible with the lore of a franchise. What if Agent 47 had a conscience, and that drove him into a depression and a crisis? What if he lost his cool, and became a vagrant? Well, we toyed with those ideas, and the results are some of the more destructive concepts of Agent 47 to date. We call it the blue period. One of the give-aways of that time are the sneakers. Try to look for them in other concepts, if you find them, chances are the concept belongs to the Blue period!

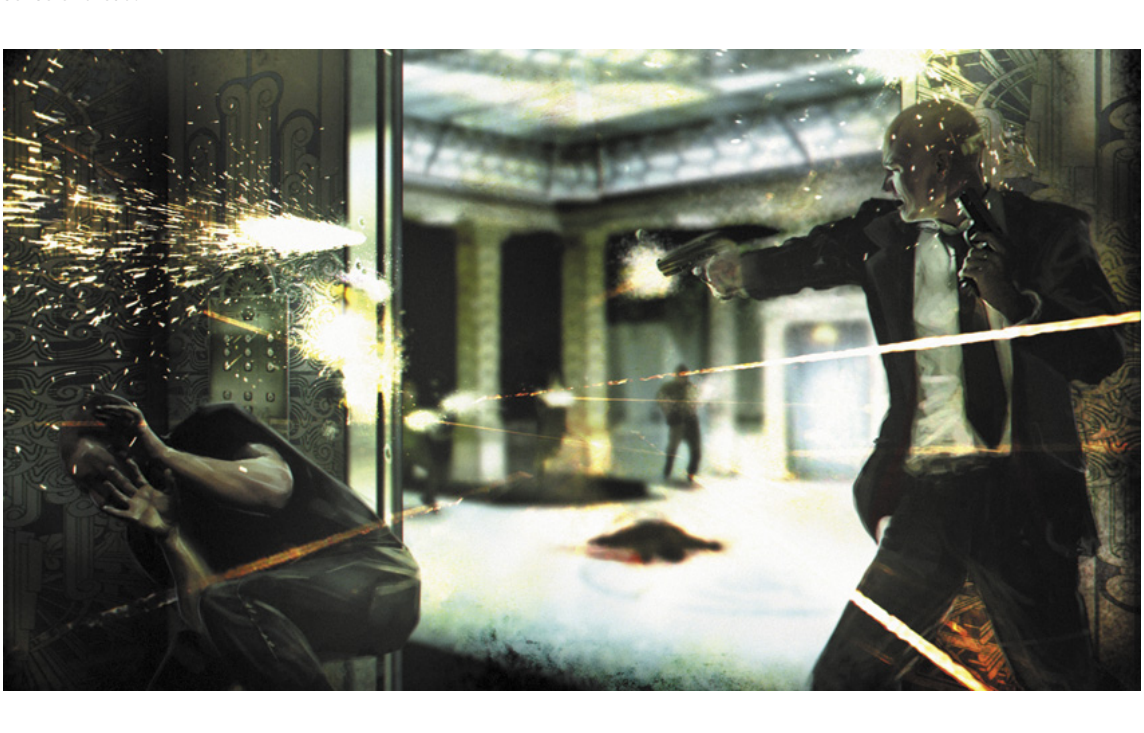
TORE

This image tries to describe the original concept of the Run For Your Life level; A frantic rooftop chase in a rainy, 'noir' version of Chicago. Later, the level saw big structural changes to add more variety and choice but this image is for me still one of the strongest assets from the entire production.



ROBERTO

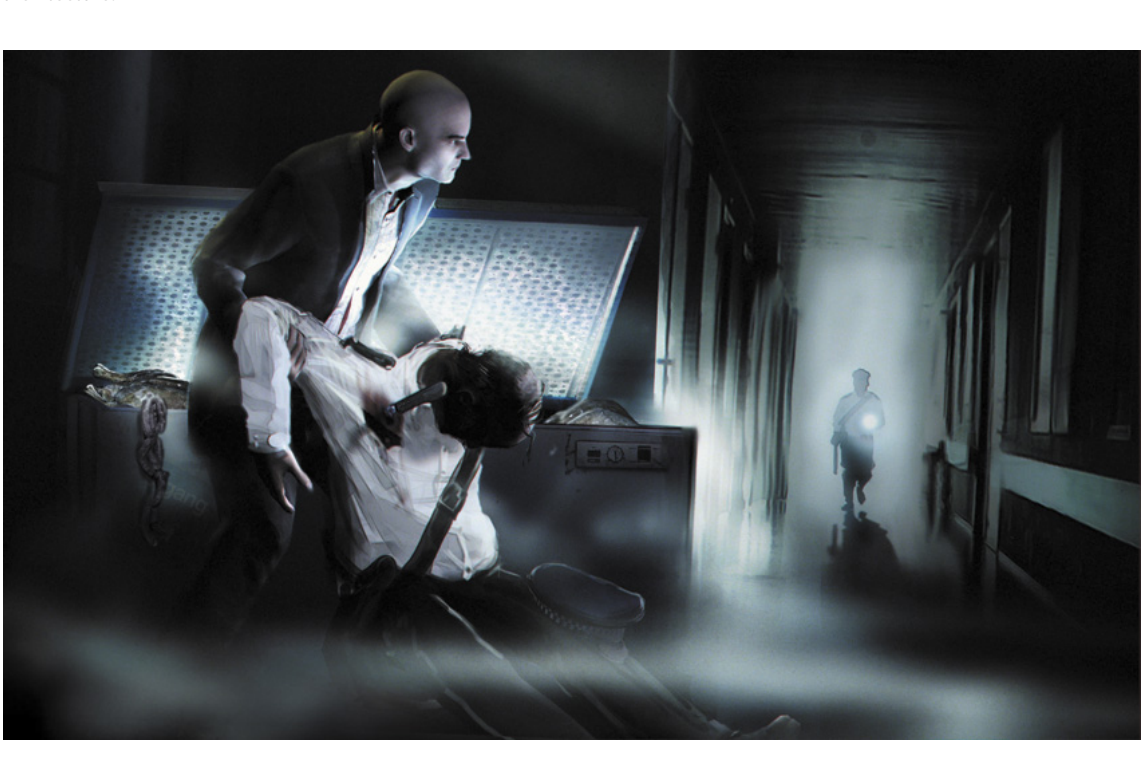
What is about to take place in this scene is one of the pivotal moments in Absolution. We wanted to play with the contrast between the kill and an ordinary morning routine. This was supported by choosing a very warm and cozy light setup that gives the scene a very serene feel. As players, we know the inevitable is about to take place and this should create a very strong sense of dread.



ROBERTO

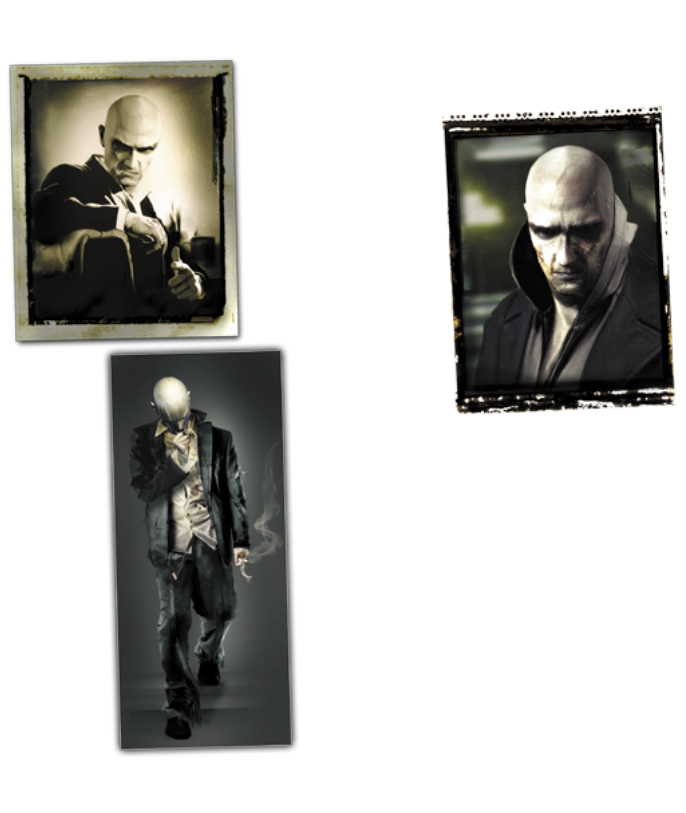
This was a fun concept to make! One of the gameplay pillars in the Hitman series is that the levels allow for any play style. We really want to make sure that if a firefight broke out, players had total control of 47 and that it felt very natural to shoot and go into cover. This concept depicts a classic situation, with lots of bullets in the air, civilians shocked into cover, and seemingly impossible odds.

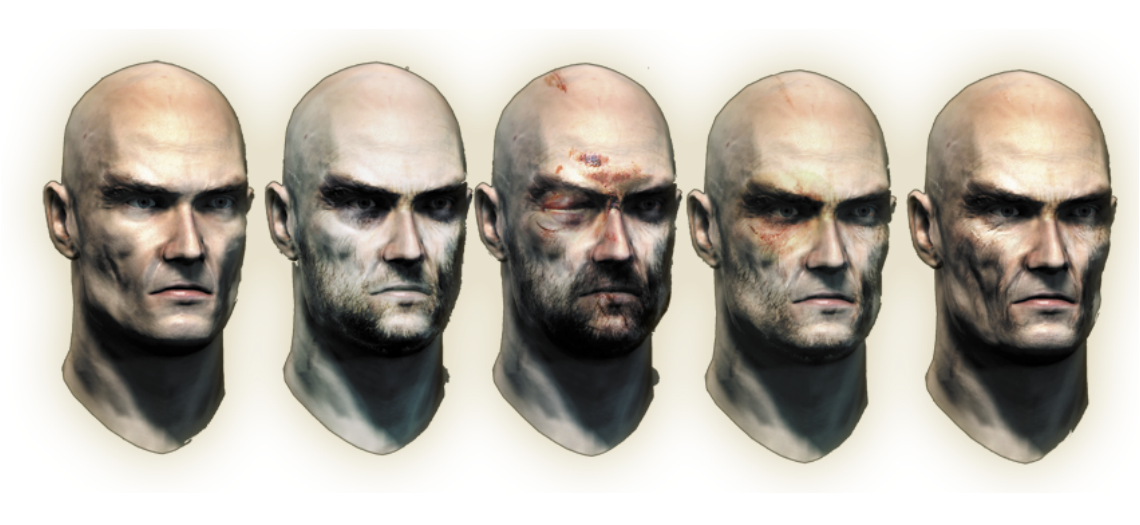
The actual scene takes place in an elevator, and if you look in the background you can see the lobby of the Blackwater Building, and some more elevators. When this concept was made, the design of the lobby had four elevators facing each other, but as the level designers took over, and the game developed, we ended with only two elevators. That is the beauty of video game architecture.



ROBERTO

What would a Hitman game be without the ability to hide bodies? This is one of the many concepts we made to visualize the different tools at 47's disposal. They ranged from hiding bodies, fake surrender, sabotage, poison food etc. There is something very sinister about hiding bodies, and I always thought it was extremely cruel to just subdue an enemy, and then dump the poor, unconscious sod into a freezer. Is that just postponing the inevitable?





TORE

We worked a lot with 47's looks and Roberto was driving that, spending months to explore facial hair, wrinkles, dirt and damage. We really wanted to push 47, to show the mark of the world on him physically, and these concepts bring back fond memories from brainstorming sessions at the very start of the project.

ROBERTO

This is another of the Blue period concepts. As you can see, 47 has really let himself go. From a concept point of view, these are very fun to make because they let us explore the unthinkable, and are very valuable to the team to find what direction we want to take the game. 47 will never fall so hard in the game, but by having visualized it we can also rule it out. And that is the fundamental use of concepts; they are a tool to use, and sometimes abuse.

Some of the most usable concepts are not the ones that will be used for production, but the ones that will be discarded in the hunt for the ultimate look.